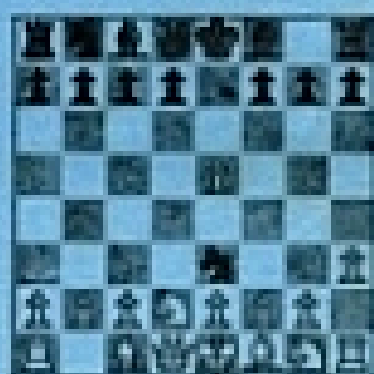


# 175 CHESS BRILLIANCIES



P. WENMAN



# ONE HUNDRED AND SEVENTY FIVE CHESS BRILLIANCIES

ILLUSTRATED WITH 222 DIAGRAMS

BY

P. WENMAN

EX-SCOTTISH CHAMPION

AUTHOR OF

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CHESS GEMS; GEMS OF THE CHESS BOARD; MASTERPIECES  
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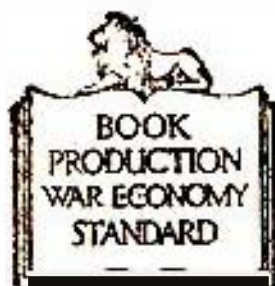
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**MADE IN GREAT BRITAIN AT THE PITMAN PRESS BATH**

# INDEX

*Names of Players*

*No. of Game*

MARSHALL v. GUNSBERG	1
MAADER v. TIETZ	2
EUWE v. FLOHR	3
AMATEUR v. BRUENING	4
PALMER v. SERGEANT	5
FINE v. YUDOVITCH	6
GIBSON v. WENMAN	7
GUNSBERG v. VAN VLIET	8
LUDOWSKI v. PHOBEDIN	9
STEINER v. THOMPSON	10
LASKER v. FINE	11
SHOOSMITH v. NIEMZOWITCH	12
ST. AMANT v. STAUNTON	13
CHALUPETZKY v. MIESES	14
LASKER v. MIESES	15
BOCOLJUBOW v. HASENPUSS	16
A. N. OTHER v. KOEHNLEIN	17
NIELSEN v. HAARH	18
ALLIES v. ALEKHINE AND ALLY	19
FINE v. PETIERSSEN-EKELUND	20
GIBAUD v. LAZARD	21
LIS v. ALEKHINE	22
SPEYER v. WENMAN	23
SULLIVAN v. INSALL	24
PORDHORCER v. WENMAN	25
A. N. OTHER v. WENMAN	26
AMATEUR v. A. N. OTHER	27
EUWE v. ABRAHAM	28
LOYD v. MOORE	29
STERNITZ v. MEITNER	30
NAPIER v. ATKINS	31
BARLOW v. SERGEANT	32
KIESERITZKY v. CALVI	33
SCHULTEN v. MORPHY	34
GUNSBERG v. CAPABLANCA	35
LEPGE v. SAALBAD	36
LABOURDONNAIS v. JAY	37
DUPRÉ v. ZUKERTORT	38
MICHELET v. KIESERITZKY	39
MARSHALL v. NAPIER	40

# INDEX

<i>Names of Players</i>	<i>No. of Game</i>
LEE v. EDWARDS	41
MACDONNELL v. LABOURDONNAE	42
NIEMZOWITCH v. N. N.	43
BLACKBURNE v. SHERRARD	44
ANDERSSEN v. A. N. OTHER	45
WENMAN v. A. N. OTHER	46
WENMAN v. DALE	47
WENMAN v. MOORE	48
SPEYER v. JANOWSKI	49
GUNSBERG v. ALEKHINE	50
THOROLD v. BLACKBURNE	51
OWEN v. BURN	52
LABOURDONNAE v. MACDONNELL	53
ST. AMANT v. PERIGAL	54
POWERS v. DARE	55
VON ROTHSCHILD v. N. N.	56
A. N. OTHER v. E. LASKER	57
DUBININ v. BOTVINNIK	58
MARCO v. JANOWSKI	59
CAPABLANCA v. ROSENTHAL	60
BERNSTEIN v. GUNSBERG	61
ANDERSSEN v. MAX LANGE	62
WENMAN v. GIBSON	63
LASKER v. GUNSBERG	64
WENMAN v. POYNTON	65
WELCH v. N. N.	66
MIESES v. WOOD	67
ALLIES v. ALLIES	68
HOROWITZ v. HRISIKOPOULOS	69
SHOWALTER v. MIESES	70
SHERRARD v. SHOOSMITH	71
LASKER v. MARSHALL	72
PRINS v. IVANOFF	73
NIEMZOWITCH v. ALAPIN	74
THOMAS v. TARRASCH	75
WENMAN v. STREETER	76
MARSHALL v. ALLIES	77
TEICHMANN v. TCHICORIN	78
A. N. OTHER v. BIRD	79
KOLISCH v. ANDERSSEN	80
PILLSBURY v. ALLIES	81
AMATEUR v. B. LASKER	82
PILLSBURY v. AMATEUR	83
GUNSBERG v. SCHLEGHTER	84
RAUSER v. ILYN-GENEVSKI	85
WENMAN v. N. N.	86

# INDEX

*Names of Players*

*No. of Game*

BARNES v. MORPHY . . . . .	87
NEWCASTLE-UPON-TYNE v. GLASGOW . . . . .	88
WENMAN v. NORMAN . . . . .	89
CHAROUSEK v. BRODY . . . . .	90
WENMAN v. N. N. . . . .	91
ZAMBELY v. MAROCZY . . . . .	92
WENMAN v. AMATEUR . . . . .	93
AMATEUR v. TARRASCH . . . . .	94
BIRD v. BUCKLE . . . . .	95
A POSITION FROM CZECHOSLOVAKIA . . . . .	96
RICHARDSON v. DELMAR . . . . .	97
AN ELEGANT DRAW . . . . .	98
MIESES v. VON BARDELEBEN . . . . .	99
AN END GAME BY DR. LASKER . . . . .	100
MIESES v. AMATEUR . . . . .	101
BLACKBURN v. PITSCHER . . . . .	102
MIESES v. AMATEUR . . . . .	103
AMATEUR v. DELMAR . . . . .	104
METJER v. MEINERS . . . . .	105
KOLB v. SCHRODER . . . . .	106
AN ELEGANT WIN . . . . .	107
TABUNTSCHIKOW v. SNOSKO-BOROWSKI . . . . .	108
DURAS v. SUCHTING . . . . .	109
AN END GAME BY RINCK . . . . .	110
AN END GAME BY LISBURKIN . . . . .	111
THOMAS v. RITSON-MORRY . . . . .	112
POPEVSKI v. AVNI . . . . .	113
MIKENAS v. SCHMITT . . . . .	114
AN ENDING BY PONZIANI . . . . .	115
BERNSTEIN v. COHN . . . . .	116
A FINE END GAME . . . . .	117
CHAROUSEK v. WOLLNER . . . . .	118
CUKTERMANN v. VOISIN . . . . .	119
WENMAN v. A. N. OTHER . . . . .	120
AN ENDING FROM ACTUAL PLAY . . . . .	121
PILLSBURY v. JAFFE . . . . .	122
A. N. OTHER v. WENMAN . . . . .	123
SCHLECHTER v. WOLF . . . . .	124
TCHIGORIN v. SCHLECHTER . . . . .	125
AN END-GAME BY TROITZKY . . . . .	126
WENMAN v. A. N. OTHER . . . . .	127
BONDAREVSKY v. UFIMZEV . . . . .	128
MONTICELLI v. HOROWITZ . . . . .	129
AN ATTRACTIVE ENDING . . . . .	130
GOLDSCHMIED v. PREINHALTER . . . . .	131
AN ENDING BY TATTERSALL . . . . .	132

# INDEX

*Names of Players*

*No. of Game*

STEARNS <i>v.</i> LEYSENS . . . . .	133
AN ENDING BY LIBURKIN . . . . .	134
ALEKHINE <i>v.</i> SUPICO . . . . .	135
CUKIERMANN <i>v.</i> TARTAKOWER . . . . .	136
KERES <i>v.</i> PETROV . . . . .	137
AN ENDING BY TROITZKY . . . . .	138
AMATEUR <i>v.</i> MASON . . . . .	139
WHITE <i>v.</i> BLACK . . . . .	140
STEINITZ <i>v.</i> VAN DER MEDEH . . . . .	141
MALZBERG <i>v.</i> TWYFORD . . . . .	142
BLACKBURNE <i>v.</i> AMATEUR . . . . .	143
BLACKBURNE <i>v.</i> WINAWER . . . . .	144
A POSITION BY TREVENEN . . . . .	145
LEONHARDT <i>v.</i> A. N. OTHER . . . . .	146
WENMAN <i>v.</i> HEATH . . . . .	147
MAX LANGE <i>v.</i> HEINEMAN . . . . .	148
MASON <i>v.</i> MARCO . . . . .	149
TARRASCH <i>v.</i> TCHIGORIN . . . . .	150
BLACKBURNE <i>v.</i> AMATEUR . . . . .	151
A. N. OTHER <i>v.</i> WENMAN . . . . .	152
WENMAN <i>v.</i> N. N. . . . .	153
AN UNEXPECTED DRAW . . . . .	154
AN END-GAME BY LASKER . . . . .	155
A POSITION BY LASKER AND CAPABLANCA . . . . .	156
STEINTZ <i>v.</i> SANDS . . . . .	157
KREJCIK <i>v.</i> KUDIELKA . . . . .	158
AMATEUR <i>v.</i> CAPABLANCA . . . . .	159
A POSITION FROM NEW YORK . . . . .	160
A POSITION BY LASKER . . . . .	161
A POSITION BY STEINITZ . . . . .	162
AMATEUR <i>v.</i> PILLSBURY . . . . .	163
HRUBY <i>v.</i> MANDELBAUM . . . . .	164
ADAMS <i>v.</i> SIMONSON . . . . .	165
KAISER <i>v.</i> OWEN . . . . .	166
ALEKHINE <i>v.</i> AMATEUR . . . . .	167
KING <i>v.</i> CAMPBELL . . . . .	168
HANHAM <i>v.</i> BIRD . . . . .	169
A PAWN ENDING . . . . .	170
DESLOGES <i>v.</i> KIESERITZKY . . . . .	171
CHAPELLE <i>v.</i> JOURNOUD . . . . .	172
WHITE <i>v.</i> BLACK . . . . .	173
SPENCER <i>v.</i> LEWIS . . . . .	174
HORWITZ <i>v.</i> HARRWITZ . . . . .	175

## PREFACE

THE publication of this book has been long delayed as the work was complete several years ago. It is in two sections and contains ninety-five complete games and eighty game endings (or composed positions). A few old favourites are to be found, but not too many. Examples of the play of most of the leading players of the world, past and present, have their place, but it is unlikely that the average player will have seen more than a small number of those included. Many very brilliant games and endings from both ancient and modern records are presented to the reader, and it is hoped they will satisfy the desire of even the most ardent admirer of gambits and enterprising play. The text is illustrated with 222 diagrams.

P. WENMAN

LONDON

*2nd September, 1946*

# GAME 1

Played in the Monte Carlo Tournament, 1904.  
 "Queen's Gambit Declined"

WHITE  
 F. J. MARSHALL

BLACK  
 I. GUNSBERG

1. P-Q 4
2. P-Q B 4

- P-Q 4
- P-K Kt 3

An original defence indeed. Probably never tried before or since in master play.

3. P x P
4. Q-R 4 ch

- Kt-K B 3
- Q Kt-Q 2

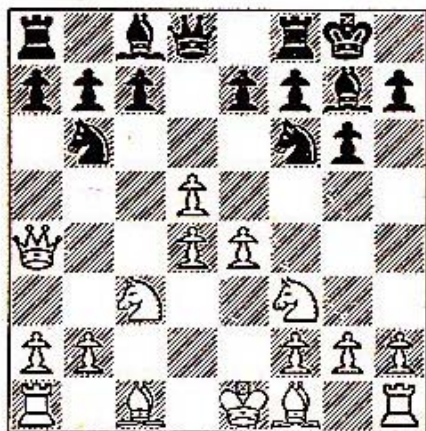
B-Q 2 might be expected here.

5. Kt-Q B 3
6. P-K 4
7. Kt-B 3

- B-Kt 2
- Castles
- Kt-Kt 3

The new defence has not given Black a very good game.

BLACK I. GUNSBERG



WHITE F. J. MARSHALL  
 White

8. Q-B 2
9. B-Q 3
10. P-K 5

- Kt-K 1
- P-K B 4
- K-R 1

If Kt x P, 11 Kt x Kt, Q x Kt; 12 B-Q B 4.

11. P-K R 4

The start of a real Marshall attack.

11. ...

- P-K R 4

Absolutely necessary.

12. R-R 3
13. B x Kt P

- P-B 5

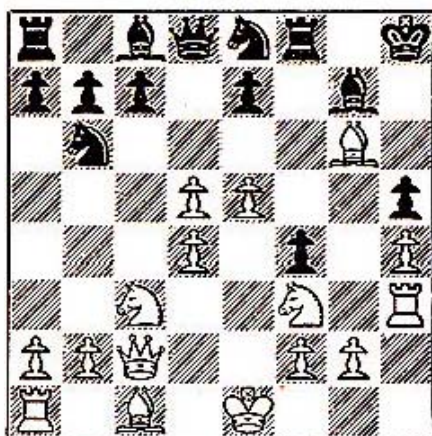
A brilliant and correct sacrifice.

13. ...
14. P x B

- B x R
- B-R 3

Position after 13 B×KtP

BLACK I. GUNSBERG



WHITE F. J. MARSHALL

Black to play

- |           |          |
|-----------|----------|
| 15. B×R P | R-K Kt 1 |
| 16. Q-B 5 | Kt×P     |
| 17. B-B 7 | R-K B 1  |
| 18. Q-R 5 | R×B      |

If K-Kt 2, mate in two.

- |            |         |
|------------|---------|
| 19. Q×B ch | Resigns |
|------------|---------|

If R-R 2; 20 Q-B8 mate. Or 19 K-Kt 1; 20 Q-Kt 6 ch, K-B 1; 21 Kt-Kt 5. Or 20 Kt-Kt 2; 21 Kt-Kt 5. Finally if 20 R-Kt 2, 21 Q-K 6 ch wins easily. A true Marshall game.

## GAME 2

Played at Carlsbad, 1907.

"Queen's Gambit Declined"

WHITE  
L. O. MAADER

BLACK  
V. TIETZ

- |             |          |
|-------------|----------|
| 1. P-Q 4    | P-Q 4    |
| 2. P-Q B 4  | P-K 3    |
| 3. Kt-K B 3 | P-Q B 4  |
| 4. P-K 3    | Kt-K B 3 |
| 5. P×Q P    | K P×P    |
| 6. P×P      | B×P      |
| 7. B-Q 3    | Castles  |
| 8. Castles  | Kt-B 3   |
| 9. B-Q 2    | B-K 3    |
| 10. Q-B 2   | Q-K 2    |
| 11. B-B 3   | QR-B 1   |

The key move of an excellent combination which secures a quick victory.

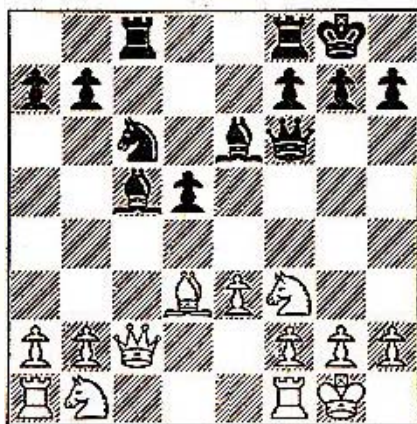
12. B × Kt

Q × B

The acceptance of the offer is fatal.

BLACK

V. TIETZ



WHITE L. O. MAADER

White to play

13. Q × B

Kt-K 4

Now there is no escape for White.

14. Q-Q 4

Kt × Kt ch

15. P × Kt

Q-Kt 4 ch

16. K-R 1

B-R 6

17. R-Kt 1

Q × R ch

18. K × Q

R-B 8 ch

And mates next move. A sparkling little game.

### GAME 3

Played in Holland in June, 1939.

"Queen's Gambit Declined"

WHITE

DR. M. EUWE

BLACK

S. FLOHR

1. P-Q 4

P-Q 4

2. P-Q B 4

P-Q B 3

3. Kt-K B 3

Kt-B 3

4. Kt-B 3

P-K Kt 3

5. B-B 4

B-Kt 2

6. P-K 3

Castles

7. Q-Kt 3

A move which has been very popular of late.

7. ...

P × P

8. B × P

Q Kt-Q 2

9. Kt-K 5

Q-K 1

An awkward looking move, but much better than Kt×Kt; 10 P×Kt, Kt-R 4; 11 P-K 6.

10. B-K 2

Kt×Kt

11. B×Kt

Q-Q 1

A quick return home.

12. Castles

Q-Kt 3

13. Q-R 3

R-K 1

14. Q-R-B 1

B-B 1

15. Kt-R 4

Q-Q 1

Black seems determined to keep his pieces on their original squares.

16. K R-Q 1

Kt-Q 4

17. P-K 4

P-K 3

18. Q-K B 3

With this move White establishes a great advantage.

18. ...

Kt-Kt 3

19. Kt-B 5

Kt-Q 2

20. Kt×Kt

B×Kt

21. B-B 6

A wedge that usually proves fatal.

21. ...

Q-R 4

If B-K 2, simply 22 P-K 5.

22. R-B 5

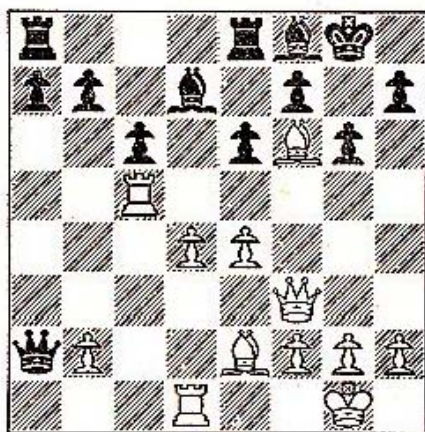
Very attractive chess. If B×R, 23 P×B wins by threatening R×B and also 24 Q-K 3 and 25 Q-R 6.

22. ...

Q×P

BLACK

S. FLOHR



WHITE

DR. M. EUWE

White to play

23. R-K R 5

Excellent. Threatening 24 Q-K R 3, Black is hard pressed to meet it.

23. ...

P-K 4

24. P×P

Now if P×R, 25. R×B leads to a forced mate.

24. ...

B-K 3

25. Q-B 4

Q×P

26. B-B 1

B-K 2

27. Q-R 4

B-QB 4

Preventing 28. R×P to which the reply would be Q×P ch.

28. R-R 6

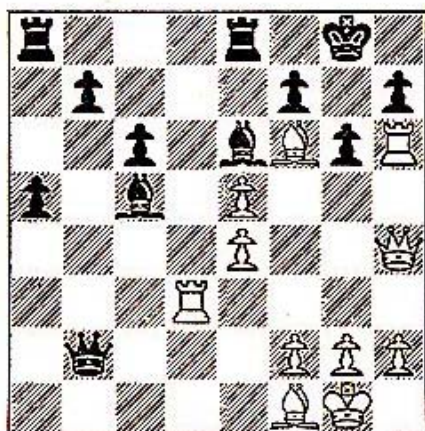
P-R 4

29. R-Q 3

Threatening 30. R-K B 3 and forcing B×P ch at once.

BLACK

S. FLOHR



WHITE

DR. M. EUWE

Black to play

29. ...

B×Pch

30. Q×B

Q×Qch

31. K×Q

P-R 5

Black still appears to have some prospects, but White's next two moves completely shatter them.

32. B-K 2

This clever move threatens P-Kt 4 and R(Q 3)-K R 3, which can only be prevented at ruinous loss.

32. ...

R-R 4

33. P-Kt 4

R×P

34. B×R

B-B 5

35. R(Q 3)-K R 3

B×B

36. B-B 6

And this brings an end to Black's resistance.

36. ...

R-K 3

37. P-K 5

B×P

38. R×P

R×B ch

39. P×R

Resigns

A splendid game all through.

## GAME 4

Played in America in 1907.

"Queen's Gambit Declined"

WHITE  
AMATEUR

1. P-Q 4
2. P-Q B 4
3. B-B 4
4. Kt-Q B 3
5. B x Kt
6. B-K 5
- Resigns

BLACK  
PROF. BRUENING

- P-Q 4
- P-K 3
- P-Q B 4
- B P x P
- P x Kt
- P x P

*Final Position*

BLACK PROF. BRUENING



WHITE AMATEUR

White resigns

The curious part of this six-move game is that Black has won without even moving a single piece. This must be almost a record.

## GAME 5

Played in 1909.

"Queen's Gambit Declined"

WHITE  
REV. W. C. PALMER

1. P-Q 4
2. P-Q B 4
3. Kt-Q B 3
4. B-Kt 5
5. P-K 3
6. Kt-B 3
7. Q-B 2
8. R-Q 1
9. Q P x P
10. P x P
11. B x B

BLACK  
E. G. SERGEANT

- P-Q 4
- P-K 3
- Kt-K B 3
- B-K 2
- Castles
- Q Kt-Q 2
- P-B 4
- P-Q Kt 3
- Kt x P
- Kt x P
- Q x B

12. Kt×Kt

P×Kt

13. R×P

With the gain of a P, but Black gets the advantage in position.

13. ...

B-Kt 2

14. R-Q 4

Not a happy idea. R-Q 1 was much better.

14. ...

Kt-K 3

15. R-K R 4

P-Kt 3

16. Q-R 4

Q R-B 1

17. B-K 2

If 17 B-B 4, B×Kt; White has no good move at this point.

17. ...

R-B 8 ch

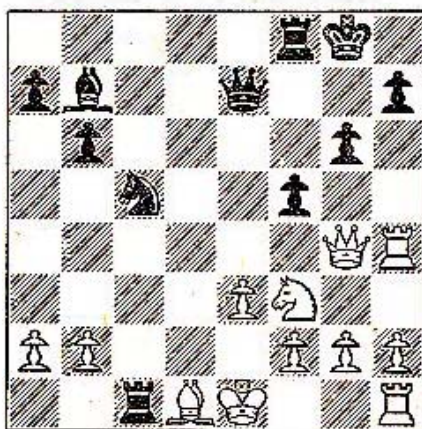
18. B-Q 1

Kt-B 4

19. Q-K Kt 4

P-B 4

BLACK E. G. SERGEANT



WHITE REV. W. C. PALMER

White to play

A nice position. If 20 Q-Kt 5, B×Kt; 21 Q×Q, R×B mate.

20. Q-Kt 3

Kt-K 5

21. R×Kt

A bold attempt at some relief.

21. ...

P×R

22. Castles

If 22 Kt-Q 2, B-R 3 would soon end matters.

22. ...

R×B

The deciding stroke. If P×Kt, of course 23 B-Kt 3 ch.

23. R×R

P×Kt

24. R-Q B 1

P×P

25. P-K R 4

R-Q 1

26. P-R 5

Q-B 4

A pretty finish.

27. R×Q

If 27 R-K 1, Q×R P; 28 Q-R 2, Q-Q 8 is also a nice ending.

27. ...

R-Q 8 ch

28. K-R 2

R-R 8 mate

## GAME 6

Played in the Moscow Tournament, 1937.

"Queen's Gambit Declined"

WHITE  
R. FINE

BLACK  
M. YUDOVITCH

1. P-Q 4
2. P-Q B 4
3. Kt-Q B 3
4. Kt-B 3
5. B-Kt 5
6. K Kt×P
7. K Kt-Kt 5
8. Kt×P

- P-Q 4
- P-K 3
- Kt-K B 3
- P-B 4
- P×Q P
- P-K 4
- P-Q R 3

White falls into a modern trap in the openings. The variation looks good.

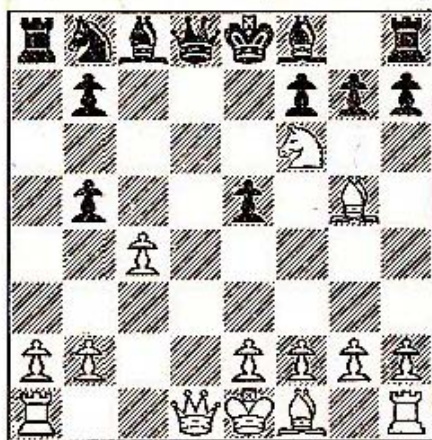
8. ...

P×Kt

9. Kt×Kt ch

Expecting P×Kt, 10. Q×Q ch, K×Q; 11. B×P ch and should win. But there is a surprise.

BLACK M. YUDOVITCH



WHITE

R. FINE

Black to play

9. ...

Q×Kt

This new brilliant move turns the tables completely.

10. B×Q
11. Q-Q 2
12. K×B

- B-Kt 5 ch
- B×Q ch
- P×B

And Black won.

# GAME 7

Played in the Scottish Championship at Edinburgh, 1920.

"Queen's Gambit Declined"

WHITE  
W. GIBSON

BLACK  
P. WENMAN

1. P-Q 4
2. P-Q B 4
3. Kt-Q B 3
4. B P x P
5. P-K 3
6. Kt-B 3
7. B-K 2
8. P x P
9. Castles
10. P-Q R 3

- P-Q 4
- P-K 3
- P-Q B 4
- K P x P
- Kt-K B 3
- Kt-B 3
- B-Q 3
- B x B P
- Castles

All these moves were fashionable at the time this game was played.

10. ...

P-Q R 4

The merits of this move are difficult to decide. It has the disadvantage of leaving Black's Q-Kt 4 weak.

11. Q-B 2

B-K 3

12. R-Q 1

B-Kt 3

White was threatening Kt x P.

13. P-R 3

Q-K 2

14. Q-R 4

K R-Q 1

15 Kt-Q Kt 5

The start of great complications.

15. ...

Kt-K 5

16. B-Q 2

B-K B 4

Playing for a trap to win the Q by Kt-B 4, but first the three squares B 2, K B 4 and K R 4 have to be guarded.

17. QR-B 1

P-K Kt 4

With this most peculiar move, the threat Kt-B 4 is now ready.

18. Kt-B 3

Very fine play, allowing Black to win the Queen.

18. ...

Kt-B 4

19. Q-Kt 5

R-R 3

An extraordinary concentration of pieces on the Q side. The Q is now lost however White plays.

20. Kt-Q 4

Kt-R 2

If Kt x Kt; 21 P x Kt, B-Q 2; 22 Kt x P and the Q gets away.

21. Kt x B

Q-K 4

Various moves were tried at this point, but were no better. If Q-B 1; 22 Kt x P, Kt x Q; 23 Kt-B 6 ch, K-R 1; 24 B x Kt and White will win. Or 22 R x Kt; 23 Q-B 4, R x Kt; 24 Q-K Kt 4 with advantage. Or White could play 22 Q x R, P x Q; 23 B-B 3 with good prospects.

22. Kt-R 6 ch

K-B 1

Position after 17 ... , P-K Kt 4

BLACK

P. WENMAN



WHITE

W. GIBSON

White to play

If K-Kt 2 the reply is the same.

23. Kt x B P

The point of White's clever play. After K x Kt, 26 B-R 5 ch, he makes a way of escape for the Queen.

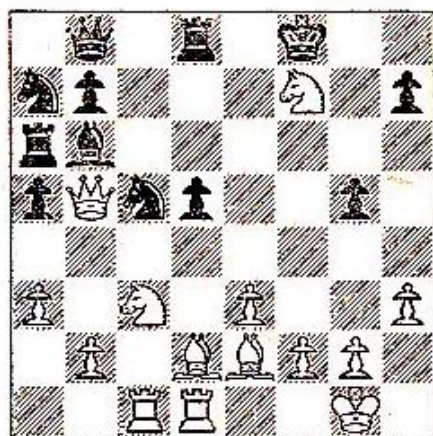
23. ...

Q-Kt 1

Black, who finds he has been outplayed, is still determined not to let the Q go.

BLACK

P. WENMAN



WHITE

W. GIBSON

White to play

24. Kt x R

Kt x Q

At last! But the cost proves too high.

25. B x Kt

R-R 1

A mistake. Q x Kt would probably still have saved the game.

26. Kt x Q P

Q x Kt

27. B-B 3

Kt-K 5

The position is very difficult, and this move leads to a lost ending.

28. Kt-B 6

Kt×Kt

29. R×Q ch

B×R

30. B-Q 4

Kt-Q 4

31. R-B 5

Kt-Kt 3

32. R-B 5 ch

K-K 2

33. R×P

R-B 1

34. R-Kt 7 ch

Resigns

This game was awarded a special prize, and is the most interesting of over fifty match games played between Mr. Gibson and the Author.

### GAME 8

Played in the London Tournament, 1900.

"Queen's Pawn Opening"

WHITE

BLACK

I. GUNSBERG

L. VAN VLIET

1. P-Q 4

P-Q 4

2. P-K 3

Kt-K B 3

3. B-Q 3

Kt-B 3

4. P-K B 4

Kt-Q Kt 5

5. Kt-K B 3

Kt×B ch

Black does not gain much by this exchange.

6. P×Kt

P-K 3

7. B-Q 2

B-K 2

8. Castles

Castles

9. B-B 3

P-Q Kt 3

10. Kt-K 5

White has already a very strong position.

10. ...

B-Kt 2

11. Kt-Q 2

Kt-K 1

12. Q-Kt 4

P-K B 4

13. Q-R 3

R-B 3

14. P-K Kt 4

P×P

15. Q×P

Kt-Q 3

16. R-B 3

Kt-B 4

17. R-R 3

Q-K 1

18. R-K 1

R-Q 1

19. Q Kt-B 3

B-Q 3

20. R-K 2

B-K B 1

Black is at a standstill.

21. Kt-Kt 5

With tremendous pressure.

21. ...

P-K R 3

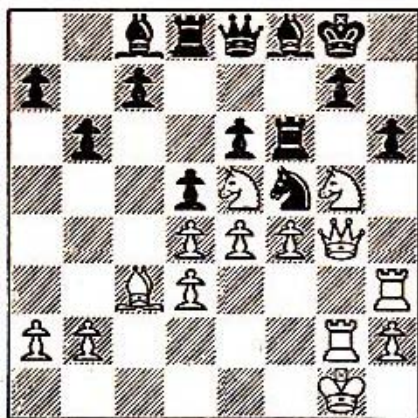
22. R-Kt 2

B-B 1

23. P-K 4

The break-through commences.

BLACK L. VAN VLIET



WHITE I. GUNSBURG

Black to play

23. ... Kt-Q 3

24. R-K 3 Kt-Kt 4

25. Kt(Kt 5)-B 3 Kt×B

26. P×Kt

The position of the White pawns is very peculiar.

26. ... K-R 2

27. Q-Kt 3 B-Kt 2

28. Kt-Kt 4 R-B 2

29. Kt×P

A neat finish.

29. ... R-B 3

30. Kt-Kt 5 ch K-R 1

If K×Kt; 31 Q-R 4 ch, Q-R 4; 32 Q×Q ch, K×Q; 33 R-R! 3 K-Kt 3; 34 Kt×P ch, etc.

31. Kt(R 6)-B 7 ch Resigns

For if 31 R×Kt; 32 Q-R 4 ch, K-Kt 1; 33 Q-R 7 mate; and if 31 K-Kt 1; 32 Q-R 4, R-R 3; 33 Kt×R ch, P×Kt; 34 Kt×P, etc. A very well played game by Gunsberg.

## GAME 9

Played in a Tournament at Moscow in 1940.

"Queen's Pawn Opening"

WHITE

A. LUDOWSKI

1. P-Q 4

2. P-Q B 4

BLACK

E. PHOBEDIN

Kt-K B 3

P-K 3

3. Kt-Q B 3  
 4. P-K 4  
 5. P-K 5  
 6. Q-Kt 4

P-QKt 3  
 B-Kt 5  
 Kt-K 5

Strong and original play. The R can be offered quite safely.

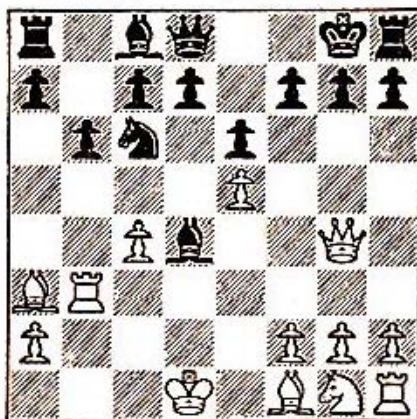
6. ... Kt x Kt  
 7. P x Kt B x P ch  
 8. K-Q 1 K-B 1

●f course if B x R; 9 Q x P, R-B 1; 10 B-Kt 5 wins offhand.

9. R-Kt 1 Kt-B 3  
 10. B-R 3 ch K-Kt 1  
 11. R-Kt 3 B x P

Allowing a pretty finish to a very short tournament game.

BLACK E. PHOEBIDIN



WHITE A. LUDOWSKI

White to play

12. Q x P ch  
 13. R-Kt 3 ch  
 14. B-B 1 ch  
 15. B-K 2 ch  
 16. R-R 3 mate

K x Q  
 K-R 3  
 K-R 4  
 K-R 5

### GAME 10

Played in the Tournament at Dallas, Texas, in 1941.

"Queen's Pawn ● opening"

WHITE  
 H. STEINER

1. Kt-K B 3  
 2. P-Q 4  
 3. P-B 4  
 4. Kt-B 3

BLACK  
 THOMPSON

P-Q 4  
 Kt-K B 3  
 P-K 3  
 P-B 4

5. P×Q P
6. P-K 4
7. P×Kt
8. P-Q 5
9. B-Kt 5 ch
10. B×B ch
11. Kt-K 5

- Kt×P
- Kt×Kt
- Kt-B 3
- Kt-K 2
- B-Q 2
- Q×B

A curious situation. The Q must go to Kt 4 which leaves White with an immediate win.

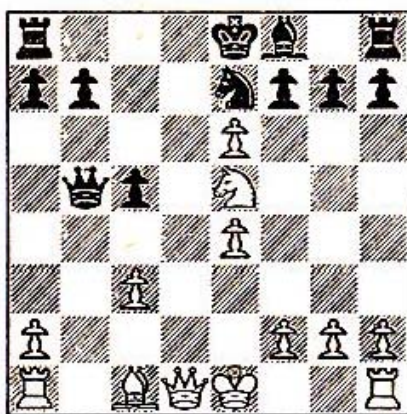
11. ...
12. P×P

- Q-Kt
- Resigns

### Final Position

BLACK

THOMPSON



WHITE

H. STEINER

Black resigns

Because if P×P; 13 R-Q Kt 1, Q×R; 14 Q-Q 7 mate. Or 12 R-Q 1; 13 P×P mate. And if 12 P-B 3; 13 R-Q Kt 1, R-Q 1; 14 Q×R ch, K×Q; 15 Kt B 7 ch followed by 16 R×Q.

### GAME II

Played in the Marshall Club Championship at New York, 1940.  
"Queen's Pawn Opening"

WHITE  
DR. E. LASKER

BLACK  
R. FINE

1. P-Q 4
2. P-Q B 4
3. Kt-Q B 3

- Kt-K B 3
- P-K Kt 3
- P-Q 4

The Grünfeld Defence.

4. B-B 4
5. P-K 3

- B-Kt 2
- Castles

6. P×P

7. Kt×Kt

An excellent sacrifice of a P.

8. B×P

9. Kt-K<sub>2</sub>

10. P-B<sub>3</sub>

11. Kt-B<sub>3</sub>

12. B-K B<sub>4</sub>

A highly interesting and probably sound sacrifice of a piece.

13. P×B

14. B-K<sub>2</sub>

If 14 Q-B<sub>1</sub>, P-Q Kt<sub>4</sub>; 15 P-Q R<sub>3</sub>, P-Q R<sub>4</sub> could well follow.

14. ...  
15. Q×Kt

Kt×P

Q×Kt

Kt-B<sub>3</sub>

B-Kt<sub>5</sub>

Q R-B<sub>1</sub>

Q-K<sub>3</sub>

Kt×P

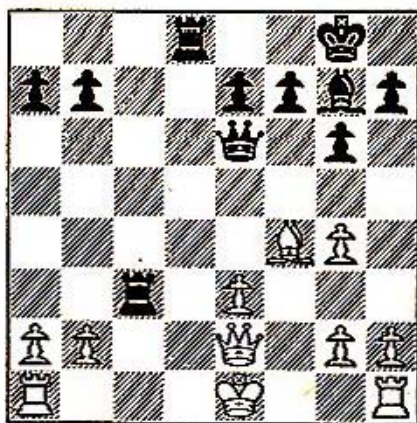
K R-Q<sub>1</sub>

Kt×B

R×Kt

BLACK

R. FINE



WHITE DR. E. LASKER

White to play

16. P×R

Here White goes entirely wrong. With 16 Castles he still stood a very good chance. After the text-move the game is lost.

16. ...

17. K-B<sub>2</sub>

18. Q×R

19. K R-Q<sub>1</sub>

20. K-B<sub>3</sub>

21. K-Kt<sub>3</sub>

22. P-K R<sub>3</sub>

23. K-R<sub>2</sub>

24. B×B

25. K-R<sub>1</sub>

B×P ch

R-Q<sub>7</sub>

B×Q

B-R<sub>4</sub>

Q-B<sub>3</sub> ch

B-Kt<sub>3</sub>

Q-K<sub>5</sub>

B×P

Q×B

Q-R<sub>6</sub>

The two Rooks are nowhere against the Q in this position.

26. R-Q<sub>7</sub>

P-Q Kt<sub>4</sub>

27. R-K 1	Q×P
28. White might as well resign.	P-Q R 4
29. R-Q 8 ch	K-Kt 2
30. P-Kt 5	Q-B 5
31. R(Q 8)-Q 7	P-R 5
32. R-B 7	Q-K B 8 ch
33. K-R 2	Q-B 5 ch
34. Resigns	P-R 6

### GAME 12

Played in the Ostende Tournament, 1902.

“Queen’s Pawn Opening”

WHITE	BLACK
H. W. SHOOSMITH	NIEMZOWITCH
1. P-Q 4	Kt-K B 3
2. P-Q B 4	P-Q 3
3.	Q Kt-Q 2
4.	P-K 4
5. P-K 4	

White has transformed the game into a bad variation of the Philidor Defence.

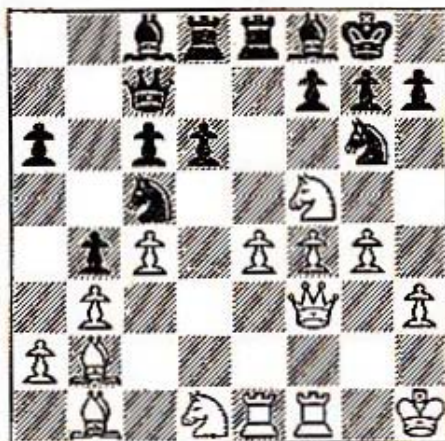
5. ...	B-K 2
6. B-Q 3	Castles
7. Castles	P×P
8. Kt×P	R-K 1
9. P-Q Kt 3	Kt-K 4
10. B-B 2	P-Q R 3
11. B-Kt 2	B-Q 2
12. P-K R 3	B-K B 1
13. P-B 4	Kt-Kt 3
14.	

A highly interesting situation has developed.

14. ...	P-B 3
15. Q R-K 1	P-Kt 4
16. Q-Q 3	Q-B 2
17. K-R 1	Q R-Q 1
18. B-Kt 1	P-Kt 5
19. Kt-Q 1	B-B 1
20. Q-K B 3	Kt-Q 2
21. Kt-B 5	Kt-B 4
22. P-Kt 4	

With the prospect of a great attack, but his own K gets too much exposed.

BLACK NIEMZOWITCH



WHITE H. W. SHOOSMITH

Black to play

22. ... Kt-K 3

23. Q-Kt 3 B-Kt 2

24. P-K R 4 P-Q 4

A beautiful counter-attack which brings the game to a sudden conclusion

25. P-K 5 P-B 4

26. P x P R x P

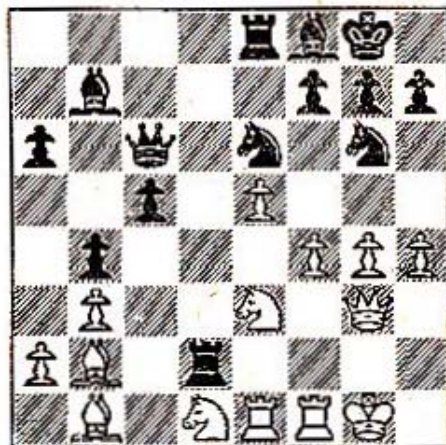
27. K-Kt 1 R-Q 7

28. Kt(B 5)-K 3 Q-B 3

Resigns

*Final Position*

BLACK NIEMZOWITCH



WHITE H. W. SHOOSMITH

White resigns

An extraordinary finish to a very fine game with only four pawns off in 28 moves. There is no defence of any kind left. Up to his 24th move White seemed to have all the advantage.

# GAME 13

Played in 1843.

## "Queen's Pawn Opening"

WHITE	BLACK
ST. AMANT	H. STAUNTON
1. P-Q 4	P-K 3
2. P-Q B	P-Q 4
3. P-K 3	Kt-K B 3
4. Kt-Q B 3	P-B 4
5. Kt-B 3	Kt-B 3
6. P-Q R 3	B-K 2
7. B-Q 3	Castles
8. Castles	P-Q Kt 3
9. P-Q Kt 3	B-Kt 2
10. P×Q P	K P×P
11. B-Kt 2	

No harm has been done by the transpositions. We have arrived at a very old variation of the Queen's Gambit Declined.

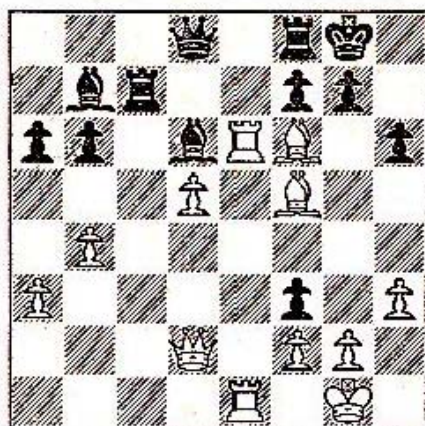
11. ...	P×P
12. P×P	B-Q 3
13. R-K 1	P-K R 3
14. R-Q B 1	R-B 1
15. R-B 2	R-B 2
16. QR-K 2	

An advantage seems to be established after this.

16. ...	Q-B 1
17. P-R 3	Kt-Q 1
18. Q-Q 2	P-R 3

Position after 24 B-B 6

BLACK H. STAUNTON



WHITE ST. AMANT

Black to play

19. P-Q Kt 4	Kt-K 3
20. B-B 5	Kt-K 5

Allowing White a fine combination. Black is hoping to get a R to B 7.

21. Kt x Kt	P x Kt
22. P-Q 5	

Of course not 22 B x P, B x B; 23 R x B, R-B 7.

22. ...	P x Kt
23. R x Kt	

The winning move, which Black seems to have overlooked.

23. ...	Q-Q 1
24. B-B 6	

And this beautiful move decides the question.  
If Q-Q 2, 25 R(K 1)-K 4 threatening 26 Q x P can be played.

24. ...	P x B
25. R x B	K-Kt 2

Forced, because if Q x R, 26 Q x P wins at once.

26. R x Q	R x R
27. R-K 4 and wins.	

One of St. Amant's most brilliant victories over Staunton.

### GAME 14

Played in 1908.

#### "Queen's Pawn Opening"

<b>WHITE</b>	<b>BLACK</b>
<b>CHALUPETZKY</b>	<b>J. MIESES</b>

1. P-Q 4	P-Q 3
----------	-------

One of Mieses's favourite moves.

2. P-K 4	Kt-K B 3
3. Kt-Q B 3	Q Kt-Q 2
4. P-B 4	P-K 4
5. Kt-B 3	P x Q P
6. Q x P	B-K 2
7. B-B 4	Castles
8. P-K R 3	P-B 3
9. B-K 3	P-Q 4

This fine advance soon gives Black a winning attack.

10. P x P	B-B 4
11. Q-Q 3	R-K 1
12. Kt-Q 4	Kt-Kt 3
13. K-Q 2	

White has nothing better.

13. ...	K Kt x P
14. B x Kt	Kt x B
15. Q R-K 1	Kt x B
16. R x Kt	R x R

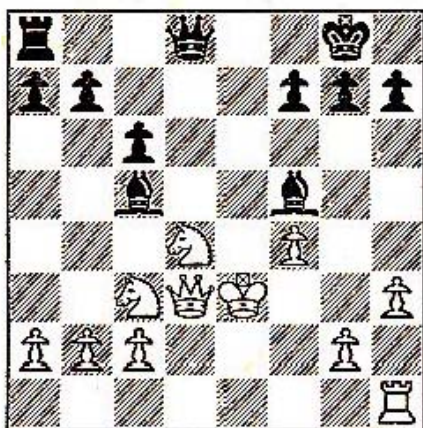
17. K×R

B-B 4

This pretty move brings the game to a sudden conclusion.

BLACK

J. MIESES



WHITE CHALUPETZKY

White to play

18. Q-Q 2

Q×Ktch

19. Q×Q  
Resigns

R-K 1 ch

## GAME 15

Played in the Paris Tournament, 1900.

"Queen's Pawn Opening"

WHITE

DR. E. LASKER

BLACK

J. MIESES

1. P-Q 4

P-Q 4

2. Kt-K B 3

Kt-K B 3

3. P-B 4

P-K 3

4. Kt-B 3

P-B 4

5. P×Q P

K P×P

6. B-Kt 5

B-K 3

7. P-K 4

This strong move gives White an excellent game.

7. ...

B P×P

8. Q×P

Kt-B 3

9. B-Kt 5

P×P

10. B×Kt

Q×B

11. Kt-K 5

R-Q 1

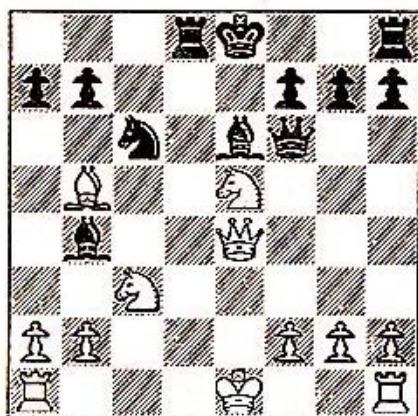
12. Q×K P

B-Q Kt 5

A fine open position has been reached, and there are many interesting lines of play to choose from.

BLACK

J. MIESES



WHITE DR. E. LASKER

White to play

13. B × Kt ch

P × B

14. Q × P ch

K-B 1

15. Q-K 4

White has now a P, but with his K exposed his position is not too secure.

15. ...

B × K t ch

16. P × B

B-Q 4

17. Q-K 3

B × K t P

The capture of this P, as is usual in such positions, does not turn out well.

18. R-K Kt 1

B-R 6

19. R-Kt 3

B-B 4

20. K-B 1

This excellent move turns the game in White's favour.

20. ...

P-K R 4

21. R-K 1

P-R 3

Rather than give up his Q R P, Black lets the exchange go.

22. Kt-B 6

Q × Kt

23. Q-K 7 ch

K-Kt 1

24. Q × R ch

K-R 2

25. Q-Q 4

Q-R 8 ch

The game is gone. The checks lead to nothing.

26. R-Kt 1

B-R 6 ch

27. K-K 2

B-Kt 5 ch

28. Q × B

The final stroke. This game is a fine example of Dr. Lasker's play.

28. ...

R-K 1 ch

29. K-Q 2

Resigns

## GAME 16

Played in a tournament in 1939.

"Queen's Pawn Opening"

**WHITE**  
E. D. BOGOLJUBOW

**BLACK**  
HASENFUSS

1. P-Q 4
2. Kt-K B 3
3. P-K Kt 4

- P-K 3
- P-K B 4

A highly original and interesting variation of the Dutch Defence.

3. . . .
4. Kt-K 5

- P×P
- Q-R 5

An extraordinary move which turns out particularly well.

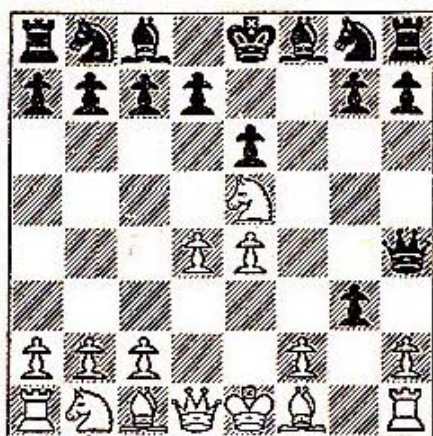
5. P-K 4

- P-Kt 6

Black obtains a lasting advantage with this advance.

**BLACK**

**HASENFUSS**



**WHITE** E. D. BOGOLJUBOW

White to play

6. B-Kt 2
7. K-B 1
8. Kt×Kt
9. P-B 4
10. P-K 5

- P×Pch
- Kt-Q B 3
- Kt P×Kt
- Kt-B 3
- Kt-Q 4

Another fine move. 11 P×Kt cannot be played on account of B-R 3 ch.

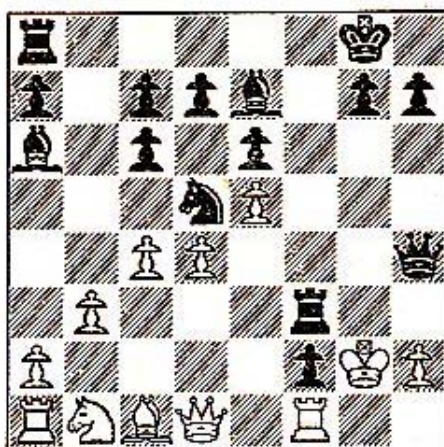
11. B-B 3
12. P-Kt 3
13. K-Kt 2
14. R-B 1

- B-R 3
- B-K 2
- Castles
- R×B

And this excellent sacrifice soon puts an end to the game.

BLACK

HASENFUSS



WHITE E. D. BOGOLJUBOW

White to play

15. Q×R

R-K B 1

16. Q-Q 3

Q-Kt 5 ch

17. K-R 1

Kt-Kt 5

18. Q-Kt 3

A forced move.

18. ...

Q×P

19. Kt-B 3

B-R 5

20. Q-K 3

P-B 4

A final threat which cannot be stopped. The P established on B 7 as early as move 6 has led to victory; a very fine game all through.

21. Q×Q

P×Q

Resigns

Of course if 22 Kt-K 4, B-Kt 2 follows.

## GAME 17

Played at Dusseldorf in 1908.

“Queen’s Pawn Opening”

WHITE

A. N. OTHER

BLACK

KOHNLEIN

1. P-Q 4

P-Q 4

2. Kt-K B 3

P-K 3

3. P-K 3

Kt-K B 3

4. B-Q 3

B-Q 3

5. Q Kt-Q 2

Q Kt-Q 2

6. P-K 4

Kt×P

7. Kt×Kt

P×Kt

8. B×P

Castles

Kt-B 3 was correct here.

9. B-Kt 5
10. Castles
11. B-Q 3
12. P×P
13. R-K 1

- Q-K 1
- P-K B 4
- P-K 4
- Kt×P
- Q-R 4

A peculiar mistake not easy to see. It results in the loss of a piece.  
Kt×Kt ch was the right move.

14. Kt×Kt
15. B-B 4 ch
16. Q×B

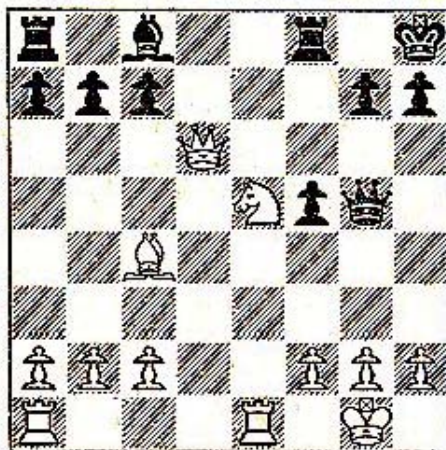
- Q×B
- K-R 1
- Resigns

As P×Q, 17 Kt-B 7 ch follows.

### *Final Position*

**BLACK**

**KOEHNLEIN**



**WHITE A. N. OTHER**

Black resigns

### **GAME 18**

Played in Denmark in 1941.

“Queen’s Pawn Opening”

- WHITE**  
A. NIELSEN
1. P-Q 4
  2. Kt-K B 3
  3. P-B 4
  4. Kt-B 3
  5. P-K 3
  6. B×P
  7. Q-R 4 ch

- BLACK**  
T. HAARH
- Kt-K B 3
  - P-Q 4
  - P×P
  - P-B 4
  - P-K Kt 3
  - B-Kt 2

A clever move to induce B-Q 2.

7. ...

B-Q 2

This faulty reply allows White a smart win in another four moves.

8. Q-Kt 3

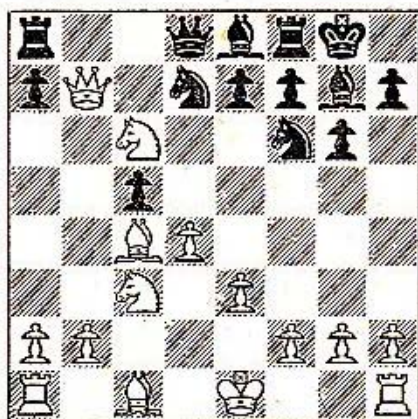
Castles

9. Kt-K 5  
 10. Q×P  
 11. Kt-B 6

B-K 1  
 Q Kt-Q 2  
 Resigns

*Final Position*

BLACK T. HAARH



WHITE A. NIELSEN

Black resigns

### GAME 19

Played at Rio de Janeiro.

“Queen’s Pawn Opening”

WHITE  
 O. TROMPOWSKY  
 R. CHARLIER  
 A. SILVA ROCHA

BLACK  
 DR. A. ALEKHINE  
 DR. O. CRUZ

1. P-Q 4 Kt-K B 3  
 2. B-Kt 5 P-Q 4

A curious variation would be Kt-K 5; 3 B-R 4, P-Q 4; 4 P-K B 3, Kt-Q 3; 5 Kt-B 3, Kt-B 4; 6 B-B 2; P-K R 4.

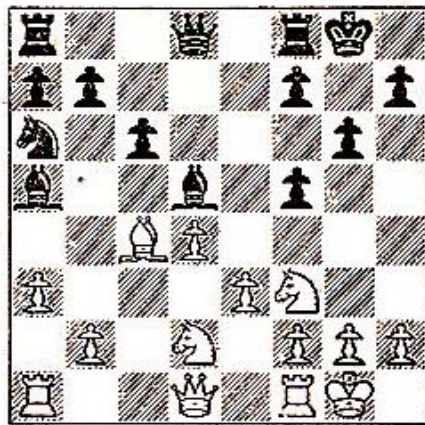
3. B×Kt K P×B  
 4. P-K 3 B-K 3

White has certainly not obtained any advantage in the opening.

5. Kt-Q 2 P-B 3  
 6. P-Q B 4 B-Q Kt 5  
 7. P×P B×P  
 8. P-Q R 3 B-R 4  
 9. Kt-B 3 P-K B 4  
 10. B-Q 3 P-K Kt 3  
 11. Castles Castles  
 12. B-B 4 Kt-R 3

A strange move with the idea of Kt-B 2 holding Q 4. If 13 B×Kt, P×B; 14 Q-K 2, Q-B

BLACK DR. A. ALEKHINE  
DR. O. CRUZ



O. TROMPOWSKY  
WHITE R. CHARLIER  
A. SILVA ROCHA

White to play

13. Q-Kt 3

Kt-B 2

14. QxP

This capture forces a draw.

14. ...

R-Kt 1

15. QxR P

R-R 1

16. Q-Kt 7

If 16 Q-B 5, Kt-K 3 wins the Q.

16. ...

R-Kt 1

17. Q-R 7

R-R 1

Drawn

## GAME 20

Played at Orebro, 1937.

"Queen's Pawn Opening"

WHITE

R. FINE

BLACK

PETTERSSON-EKEUND

1. P-Q 4

Kt-K B 3

2. P-Q B 4

P-B 3

3. Kt-Q B 3

P-Q 4

4. Kt-B 3

PxP

5. P-Q R 4

B-B 4

6. Kt-K 5

Q Kt-Q 2

7. Kt x P (B 4)

Q-B 2

8. P-K Kt 3

P-K 4

9. PxP

Kt x P

10. B-B 4

K Kt-Q 2

11. Q-Kt 3

This move is the cause of all White's trouble.

11. ...

B-K 3

The right reply, forcing a hole for the Kt at B 6.

12. P-K 3

Kt-B 6 ch

13. K-Q 1

Q-Q 1

This clever move gives Black a forced win.

*BLACK PETTERSSON-EKELUND*



WHITE

R. FINE

White to play

14. K-B 1

Kt-B 4

15. Q-Q 1

Q x Q ch

16. K x Q

Castles ch

17. K-K 2

B-Kt 5

18. P-K R 3

R-Q 7 ch

A lovely finish.

*BLACK PETTERSSON-EKELUND*



WHITE

R. FINE

White to play

19. Kt x R

Kt-Q 5 ch

20. K-K 1

Kt-B 7 mate

## GAME 21

Played in the Paris Championship.

"Queen's Pawn Opening"

WHITE  
A. GIBAUD

1. P-Q 4
2. Kt-Q 2
3. P x P
4. P-K R 3

BLACK  
F. LAZARD

- Kt-K B 3
- P-K 4
- Kt-Kt 5

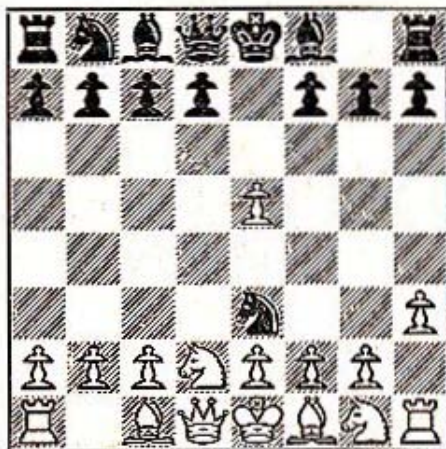
This most peculiar move leads to one of the shortest tournament games ever played.

4. ...  
Resigns

Kt-K 6

*Final Position*

BLACK F. LAZARD



WHITE A. GIBAUD

White resigns

## GAME 22

Played in the Plymouth Tournament, 1938.

"Queen's Pawn Opening"

WHITE  
P. M. LIST

1. P-Q 4
2. Kt-K B 3
3. P-K 3
4. B-Q 3

BLACK  
DR. A. ALEKHINE

- P-Q 4
- P-Q B 3
- B-B 4
- P-K 3

An unusual defence leading to an original game.

5. Castles
6. Q-K 2
7. Kt-K 5

- Kt-Q 2
- K Kt-B 3
- Kt x Kt

8. P×Kt
9. P-K 4
10. B×P
11. Q×B
12. P-K B 4
13. Kt-Q 2
14. Kt-Kt 3

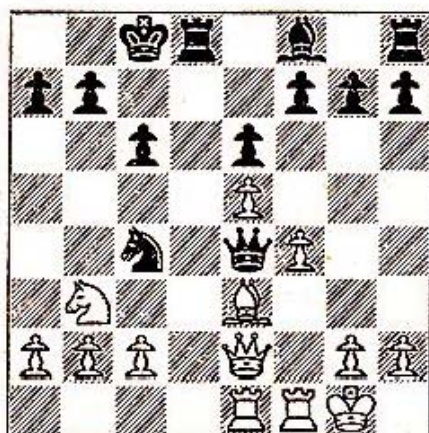
- Kt-Q 2
- P×P
- B×B
- Q-R 4
- Castles
- Kt-Kt 3
- Q-Q 4

Black seems to wish to reduce the position to an end game.

15. Q-K 2
16. B-K 3
17. QR-K 1

- Kt-B 5
- Q-K 5

BLACK DR. A. ALEKHINE



WHITE P. M. LIST

Black to play

17. ...
18. Q×Q
19. R×Kt
20. K-B 2
21. K-K 2
22. R-Q 3
23. R×R
24. P-B 4

- Q×B ch
- Kt×Q
- B-K 2
- R-Q 4
- K R-Q 1
- P-B 3
- R×R

By strong play White has secured an advantage in position.

24. ...
25. R-B 3
26. R-R 3
27. P×P
28. R-Kt 3
29. Kt-Q 2
30. Kt-B 3
31. P-Kt 3
32. Kt-K 1
33. R-R 3

- R-Q 1
- P-Q B 4
- P×P
- P-K R 3
- R-Kt 1
- B-Kt 4
- B-B 8
- P-K Kt 4
- B-B 5
- P-Kt 5

34. R-R 5

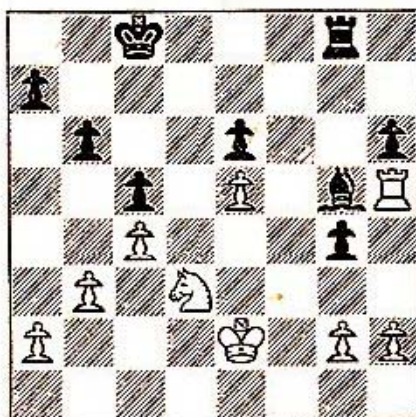
B-Kt 4

35. Kt-Q 3

P-Kt 3

The game was adjourned here and List was thought to have a winning advantage.

BLACK DR. A. ALEKHINE



WHITE P. M. LIST

White to play

36. Kt-B 2

B-B 8

37. P-Kt 3

R-Q 1

38. P-Q R 4

Kt x P was probably better.

38. ...

R-Q 7 ch

39. K-K 1

R-Q 5

40. R-R 4

B-K 6

41. K-K 2

B x Kt

42. K x B

R-Q 6

43. R x R P

A very difficult position. List afterwards preferred R x Kt P.

43. ...

R-B 6 ch

44. K-Kt 2

R x P

45. R-Kt 6

R x P at once would have saved a move.

45. ...

R-Kt 7 ch

46. K-Kt 1

R-Kt 8 ch

47. K-B 2

R-Kt 7 ch

48. K-K 3

R x P

49. R x K P

R x Q B 7

50. K-B 4

R x P ch

51. K-B 5

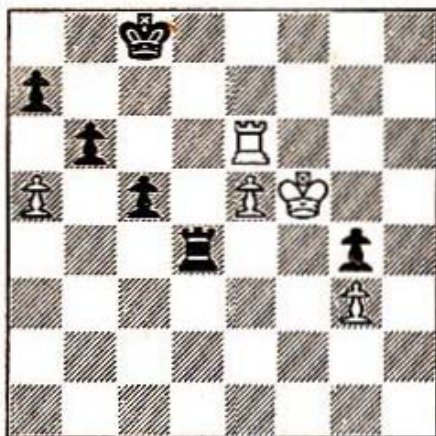
R-Q 5

Alekhine was very short of time here. R x P would lose.

52. P-R 5

The second sealed move. A draw seems to be the correct result now.

BLACK DR. A. ALEKHINE



WHITE P. M. LIST

Black to play

- |               |       |
|---------------|-------|
| 52. ...       | K-B 2 |
| 53. R-Kt 6    | P-B 5 |
| 54. R-Kt 7 ch | K-B 3 |
| 55. R x R P   | P-B 6 |
| 56. P x P     | K x P |
| 57. R-R 1     | P-B 7 |
| 58. R-Q B 1   | R-Q 7 |
| 59. K x P     | K-B 4 |
| 60. K-B 3     | K-Q 4 |

Drawn

Alekhine had a very narrow escape from defeat in this game.

GAME 23

Played in the Bournemouth Tournament, 1938.

"Queen's Pawn Opening"

- | WHITE         | BLACK     |
|---------------|-----------|
| DR. A. SPEYER | P. WENMAN |
| 1. P-Q 4      | Kt-K B 3  |
| 2. P-Q B 4    | P-K 3     |
| 3. P-K Kt 3   | P-Q 4     |
| 4. B-Kt 2     | B-K 2     |
| 5. Kt-Q B 3   | Castles   |
| 6. P x P      | P x P     |
| 7. Kt-B 3     | P-B 3     |
| 8. Castles    | B-K B 4   |

A risky move to induce Kt-K R 4. It has, however, some points in its favour.

- |             |        |
|-------------|--------|
| 9. Kt-K R 4 | B-K 3  |
| 10. P-B 4   | Kt-K 5 |
| 11. Kt-B 3  |        |

Either B×Kt or Kt×Kt would leave Black with a good game.

11. ...

P-K B 4

With a good defence.

12. Q-Kt

Q-B 1

Q-Kt

13. Kt-K Kt 5

Kt×K Kt

14. P×Kt

Q-Q 2

15. B-B 4

Kt-R 3

16. P-K 3

Q-R-Q 1

The wrong Rook. K R-Q 1 should have been played.

17. Q-R 4

To keep the Kt tied up.

17. ...

B-Q 3

18. Q R-Q 1

R-R 1

To release the Kt, but a fatal mistake overlooking the pretty combination which follows. B×B first would have avoided it.

19. Kt×P

This pretty move wins a P whatever the reply.

BLACK

P. WENMAN



WHITE DR. A. SPEYER

Black to play

19. ...

K R-Q 1

The best chance. If B×B; 20 Kt×B. If B×Kt; 20 B×B ch. Or if P×Kt; 20 Q×Q, B×Q; 21 B×P ch, K-R 1; 22 B×B wins.

20. Kt-B 3

B×B

21. Kt P×B

Kt-B 2

22. K R-K 1

Kt-Q 4

23. Kt×Kt

B×Kt

24. B×B

Q×B

25. Q-Kt

Q×Q

26. P×Q

And White won the end-game at the 45th move.

# GAME 24

Played in the Bristol Club Championship, 1934.  
 "Queen's Pawn Opening"

WHITE  
 C. SULLIVAN

1. P-Q4
2. Kt-K B3
3. P-B4
4. Kt-B3
5. Q-B2
6. P-K4
7. P-K5
8. P-QR3
9. PxB
10. B-Q3
11. PXP
12. BxKt
13. Kt-Kt5

BLACK  
 M. A. INSALL

- Kt-K B3
- P-K3
- B-Kt5 ch
- Castles
- P-Q Kt3
- P-Q4
- Kt-K5
- BxKt ch
- B-Kt2
- Kt-Q2
- PxP
- PxB
- P-QB4

With this move Black gains a rapid and surprising attack.

14. B-K3

Kt x K P was dangerous but probably better than this. If in reply P x P, then 15 Kt-Q6, B x P; 16 R-K Kt1. Or instead 14 B x Kt; 15 Q x B, P x P; 16 P x P, and White has better prospects than in the actual game.

14. ...

15. P x P

16. Q-Kt1

P x P

R-Q B1

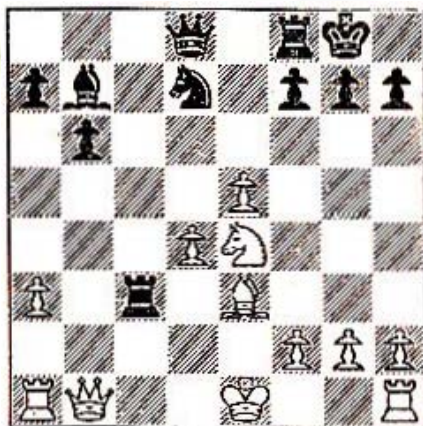
R-B6

This excellent move threatens R x B ch followed by Q x Kt.

17. Kt x K P

Leaving Black with a very pretty forced win.

BLACK M. A. INSALL



WHITE C. SULLIVAN

Black to play

- |             |          |
|-------------|----------|
| 17. ...     | R × B ch |
| 18. P × R   | Q-R 5 ch |
| 19. Kt-Kt 3 | B × P    |
| 20. R-Kt 1  | Q × R P  |

White's position is in complete ruins.

- |            |          |
|------------|----------|
| 21. R × B  | Q × R    |
| 22. Kt-K 4 | R-B 1    |
| 23. Kt-Q 2 | R-B 6    |
| 24. Q-B 5  | R × P ch |
| 25. K-Q 1  | Q-R 8 ch |
| 26. Kt-B 1 | R-K B 6  |

This is the end of the attack.

- |            |           |
|------------|-----------|
| 27. Q × Kt | Q × Kt ch |
| 28. K-B 2  |           |

Or 28 K-Q 2 and Black mates in two.

- |         |          |
|---------|----------|
| 28. ... | Q-K 7 ch |
|---------|----------|

And mates next move. A fine game by Mr. Inxall.

## GAME 25

Played in the Bournemouth Tournament, 1939.  
"Queen's Pawn Opening"

- | WHITE         | BLACK     |
|---------------|-----------|
| D. PORDHORCER | P. WENMAN |
| 1. P-Q 4      | P-Q 4     |
| 2. Kt-K B 3   | Kt-K B 3  |
| 3. P-B 4      | P-K 3     |
| 4. Kt-B 3     | B-K 2     |
| 5. P-K 3      | Castles   |
| 6. B-Q 3      | P × P     |
| 7. B × P      | P-Q R 3   |
| 8. P-Q R 4    | P-Q Kt 3  |
| 9. Q-K 2      |           |

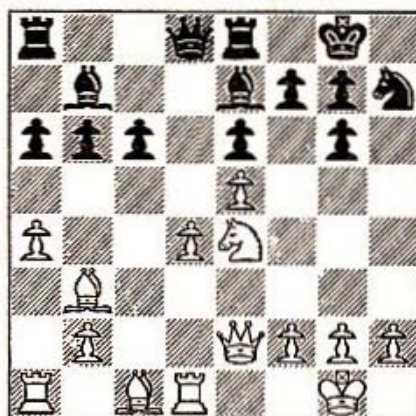
An unusual move and also a good one.

- |             |          |
|-------------|----------|
| 9. ...      | B-Kt 2   |
| 10. P-K 4   | R-K 1    |
| 11. Castles | Q Kt-Q 2 |
| 12. R-Q 1   | Kt-B 1   |
| 13. Kt-K 5  | P-B 3    |
| 14. B-Kt 3  | Kt-Kt 3  |
| 15. Kt × Kt | R P × Kt |
| 16. P-K 5   | Kt-R 2   |
| 17. Kt-K 4  |          |

The start of a strong attack, but the Black defences are still in good order.

BLACK

P. WENMAN



WHITE D. PORDHORGER

Black to play

- |             |         |
|-------------|---------|
| 17. ...     | Q-B 2   |
| 18. B-K B 4 | K R-Q 1 |
| 19. QR-B 1  | Q-Q 2   |
| 20. R-B 3   |         |

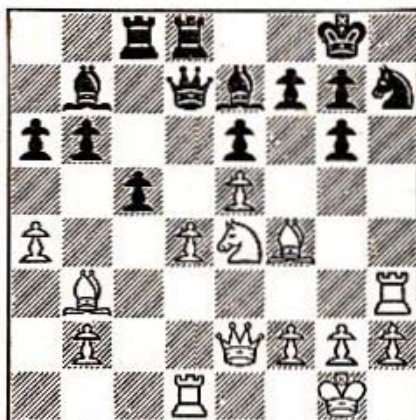
White aims at getting his R on K R 3 and his Q on K R 4, when the game would be over. In the end the idea comes about.

- |           |         |
|-----------|---------|
| 20. ...   | QR-B 1  |
| 21. R-R 3 | P-Q B 4 |

An attempt at counter-attack.

BLACK

P. WENMAN



WHITE D. PORDHORGER

White to play

- |            |        |
|------------|--------|
| 22. Kt-Q 6 | B x Kt |
| 23. P x B  | P-B 5  |

A useful move. If 24 B x P, Q-B 3 wins a piece by threatening mate.

- |           |        |
|-----------|--------|
| 24. B-B 2 | Kt-B 3 |
|-----------|--------|

The Kt must be got to R 4 before the Q can arrive at K R 4.

25. P-B 3

Kt-R 4

26. B-K 5

P-B 4

If P-B 3, 27 P-K Kt 4 with great advantage.

27. Q-Q 2

Kt-B 3

28. Q-Kt 5

Q-K B 2

29. P-K Kt 4

The break-up now begins.

29. ...

P-B 6

30. P-Kt 3

B-Q 4

31. Q-R 4

The plan evolved so long ago has come about. The Q has got to R 4 with the R behind her. Black cannot save the situation.

31. ...

K-B 1

32. Q-R 8 ch

Kt-Kt 1

33. R-R 7

R-Q 2

A last hope in case of B x P ch.

BLACK

P. WENMAN



WHITE D. PORDHORGER

White to play

34. R x P

In this strange position if White plays 34 B x P ch after K-K 1 his Queen, Rook, and Bishop all remain locked in and unable to move without loss.

34. ...

Q x R

35. B x Q ch

R x B

Black is not able to make much further resistance.

36. P x P

K P x P

37. R-Q 3

P-Q Kt 4

38. P x P

P x P

39. P-Kt 4

R-B 5

A mistake, allowing a pretty finish.

40. Q x R ch

K x Q

41. P-Q 7

Resigns

A fine game by Pordhorger.

## GAME 26

Played in the Bristol Club Championship, 1938.  
"Albin's Counter-Gambit"

WHITE  
A. N. OTHER

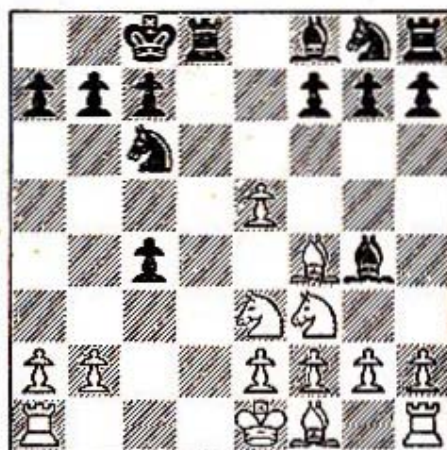
1. P-Q<sub>4</sub>
2. P-QB<sub>4</sub>
3. Kt-QB<sub>3</sub>
4. P×P
5. Kt×Q
6. Kt-KB<sub>3</sub>
7. B-B<sub>4</sub>
8. Kt-K<sub>3</sub>

BLACK  
P. WENMAN

- P-Q<sub>4</sub>
- P-K<sub>4</sub>
- P×BP
- Q×Q<sup>ch</sup>
- Kt-QB<sub>3</sub>
- B-Kt<sub>5</sub>
- Castles

This strange blunder allows Black to win three pieces, one after the other.

BLACK      P. WENMAN



WHITE      A. N. OTHER

Black to play

8. ...      B-Kt<sub>5</sub> <sup>ch</sup>

Resigns

Because there is only 9 Kt-Q<sub>2</sub>, B×Kt<sup>ch</sup>; 10 K-Q<sub>1</sub>, B×Kt<sup>ch</sup>; 11 K-K<sub>1</sub>, B×B; with three pieces to the good.

## GAME 27

Played in 1906. It has an extraordinary ending.  
"Albin's Counter Gambit"

WHITE  
AMATEUR

1. P-Q<sub>4</sub>
2. P-QB<sub>4</sub>
3. P-K<sub>3</sub>

BLACK  
A. N. OTHER

- P-Q<sub>4</sub>
- P-K<sub>4</sub>
- KP×P

4. Q×P
5. Kt-Q B 3
6. Q-Q 1
7. P-B 3
8. ♚-R 4 ch
9. Q×Qch

- Kt-K B 3
- Kt-B 3
- B-K B 4
- Kt-Q Kt 5
- Q-Q 2
- K×Q

With a won position for Black of course.

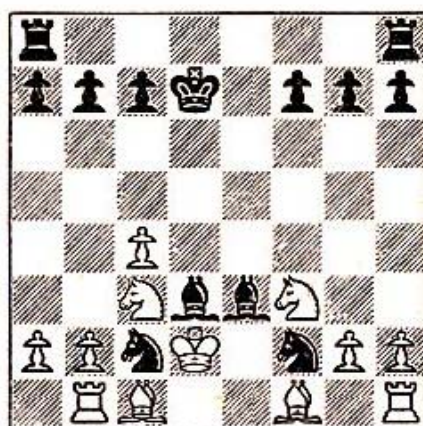
10. P-K 4
11. P×P
12. R-Kt 1
13. K-Q 1
14. K-K 2
15. Kt-B 3
16. K-Q 2

- P×K P
- Kt×P
- Kt-B 7 ch
- Kt-B 7 ch
- B-B 4
- B-Q 6 ch
- B-K 6 mate

As peculiar a mate as could ever be seen on the chessboard.

### Final Position

BLACK A. N. OTHER



WHITE

AMATEUR

### GAME 28

Played in the Bournemouth Tournament, 1939.

"Polish Defence"

WHITE  
DR. M. EUWE

BLACK  
G. ABRAHAMS

1. P-Q 4

- P-Q Kt 4

This move was not likely to succeed against his great opponent.

2. P-K 4

- B-Kt 2

3. P-K B 3

An unexpected move. Most players would play B-Q 3 here.

3. ...

- P-Q R 3

4. P-Q B 4

- P×P

5. B×P

- P-K 3

This and his final move are the only ones Black ever makes on his K side.

6. Kt-B 3 P-Q 4  
Kt-K B 3 was better.

7. Q-Kt 3  
This smart reply soon brings the game to an end.

7. ... Kt-Q B 3  
If P×B; 8 Q×B, Kt-Q 2; 9 Q-B 6.

8. P×P  
Of course Q×B loses the Q after Kt-R 4.

8. ... Kt×P  
9. Q×B R-Kt 1  
If Kt-B 7 ch; 10 K-B 1, Kt×R; 11 P×P, P×P; 12 Q-B 6 ch wins.

10. Q×RP R-R 1  
11. B-Kt 5 ch K-K 2  
12. P-Q 6 ch Resigns

*Final Position*

**BLACK G. ABRAHAMS**



**WHITE DR. M. EUWE**

Black resigns

If K-B 3; 13 P×P, Q×P; 14 Kt-Q 5 ch, or 12 P×P; 13 B-Kt 5 ch, P-B 3; 14 Q-Kt 7 ch, and mates next move. A smart little game.

## GAME 29

Played in 1806. This game has one of the most brilliant problem moves ever played.

“King’s Gambit”

**WHITE**  
**S. LOYD**

1. P-K 4  
2. P-K B 4  
3. P-Q 4

**BLACK**  
**DR. MOORE**

P-K 4  
P×P

One of the old moves which has disappeared in the modern chess age.

- |          |          |
|----------|----------|
| 3. ...   | P-Q 4    |
| 4. B-Q 3 | Kt-K B 3 |
| 5. B x P | P-B 4    |

P x P looks better here.

- |              |          |
|--------------|----------|
| 6. B-Kt 5    | P x K P  |
| 7. B x P     | P x P    |
| 8. B x Kt    | Q x B    |
| 9. Kt-K B 3  | B-Q B 4  |
| 10. Castles  | Castles  |
| 11. Q-Kt-Q 2 | P-Q 6 ch |
| 12. K-R 1    | P x P    |
| 13. B x P ch | K x B    |
| 14. Q x P ch | Q-Kt 3   |
| 15. Q x B    | Kt-R 3   |

A neat offer of the R. If 16 Q x R, then follows B-R 6; 17 Kt-K R 4, B x P ch; 18 K-Kt 1, Q-Kt 3 ch and wins.

- |              |        |
|--------------|--------|
| 16. Q-Q Kt 5 | Kt-B 2 |
| 17. Q-B 4    | Q-Kt 3 |
| 18. Kt-K R 4 | P-R 4  |
| 19. Q-Kt-B 3 | R-R 3  |

This method of defence is too cramped.

- |             |       |
|-------------|-------|
| 20. Kt-K 5  | P-B 3 |
| 21. R-B 3   | Q x P |
| 22. R-K 1   | P-B 4 |
| 23. R-K R 3 | P-B 5 |

What has up to now been a very ordinary game becomes all at once a startling brilliancy. White can force a mate in 3 moves against any possible reply by one of the most beautiful moves ever made in actual play.

BLACK DR. MOORE



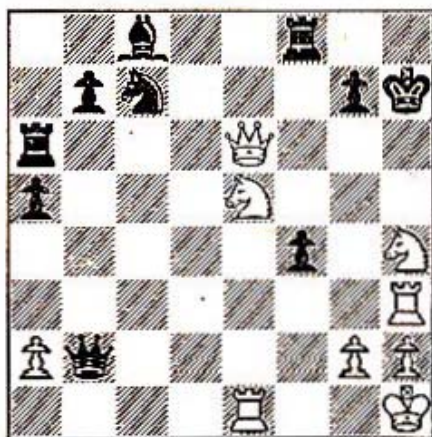
WHITE S. LOYD

White to play

24. Q-K 6

And this is how it is done, with the threat of Kt-Kt 6 ch and R-R 8 mate. The object of the move is to cut the Black B off K R 6 and the Black R off K R 3 by a self-block. If B×Q; 25 Kt-B 5 ch, K-Kt 1; 26 Kt-K 7 mate. Or Kt×Q the same. If R×Q; 25 Kt-Kt 6 ch, K-Kt 1; 25 R-R 8 mate. Again, if P-K Kt 3; 25 Q×P ch, K-R 1; 26 Kt-B 5 mate. Or Q×P ch, 25 Kt×Q mate. Or Q-B 6, 25 Kt-B 3 mate. The position is highly remarkable. Black resigns.

*Final Position*  
**BLACK** DR. MOORE



**WHITE** S. LOYD  
 Black resigns

### GAME 30

Played in the Vienna Tournament, 1882.

"King's Gambit Declined"

**WHITE**  
**W. STEINITZ**

1. P-K 4
2. P-K B 4
3. Kt-K B 3
4. B-B 4

**BLACK**  
**MERTNER**

- P-K 4
- B-B 4
- P-Q 3
- B-K Kt 5

This is one of those blunders which lead to highly interesting play.

5. P×P
6. B×P cb
7. B-Kt 3
8. Kt-B 3
9. P-Q 3

- P×P
- K-B 1
- Kt-Q B 3
- P-K Kt 3
- K-Kt 2

Black has a lost game, but he makes an excellent fight of it.

10. Kt-Q R 4
11. P-B 3

- B-Kt 5 ch
- P-Q Kt 4

Introducing clever complications.

12. P×B
13. B×P
14. B-Q Kt 5

- P×Kt
- Kt×P

A curious spot for the Bishop.

14. ...
15. P×B
16. B-Q B 4
17. K-B 1

- B×Kt
- R-Kt 1
- Q-R 5 ch
- Kt-B 3

Things look much more promising for Black now.

18. K-Kt 2
19. R-B 1
20. P-Kt 3
21. B-K 3
22. Q-Q 2
23. K-R 1
24. Q-R-B 1
25. Q-R 5

- Kt-R 4
- Kt-Q B 3
- K R-K B 1
- Q R-Q 1
- Kt-B 5 ch
- R-B 3
- Kt-Q 5

A counter-attack in an unexpected place. The interest in the game increases.

25. ...
26. B×K Kt
27. R-K B 2
28. P-K 5
29. P-K 6
30. P-K 7

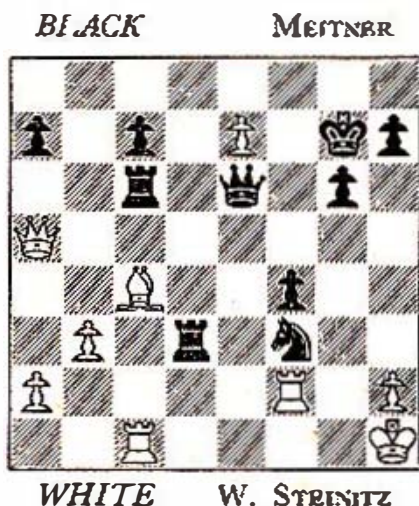
- Q-R 6
- P×B
- Kt×BP
- R-B 3
- R×Q P

The P must be stopped, but how? R-K 6 will be answered by 31. Q-Q 5.

30. ...

- Q-K 3

This is one of those brilliant moves which almost succeed, but not quite. The ending is a clever piece of chess.



31. R-K 1

For if 31 B×Q Black wins by R×R ch, 32 R-B 1 (if K-Kt 2, Kt-R 5 mate), R-B 7 (R×R ch will lose); 33 R-B 2, R×R wins.

31. . . . R×B

A final offer of the Q which this time can be safely accepted.

32. R×Q R-B 8 ch

33. R-K 1 Resigns

### GAME 31

Played 14th January, 1905.

"King's Gambit Declined"

WHITE  
W. E. NAPIER

BLACK  
H. E. ATKINS

1. P-K 4

P-K 4

2. P-K B 4

B-B 4

3. Kt-K B 3

P-Q 3

4. P-B 3

Q-K 2

A weak defence which soon gives Black a difficult game.

5. P-Q 4

B-Kt 3

6. B P×P

P×P

7. Kt×P

P-K B 3

Black has no prospects unless he recovers the pawn.

8. Kt-B 3

Q×P ch

This is bound to be a highly dangerous capture.

9. K-B 2

Kt-K 2

10. B-Kt 5 ch

P-B 3

11. R-K 1

Q-B 4

12. Q-K 2

B-Q 1

13. B-Q B 4

P-K Kt 4

Black is already reduced to a hopeless position.

BLACK H. E. ATKINS



WHITE W. E. NAPIER

White to play

14. K-Kt 1
15. QKt-Q 2
16. Kt-K 4

- Kt-Q 2
- Kt-B 1

This strong move settles the issue.

16. ...

K-Q 2

There is no other reply.

17. B-Q 3

Resigns

If Q-R 4; 18 Kt x P ch, K-B 2; 19 B x Kt P, etc.

This short game decided the British Championship for 1905.

### GAME 32

Played in the City of London Club Championship in 1909.

"King's Gambit Declined"

WHITE  
H. S. BARLOW

BLACK  
E. G. SERGEANT

1. P-K 4
2. P-K B 4
3. Kt-K B 3
4. B-B 4
5. P-Q 3
6. P-B 3
7. P-QKt 4
8. P-Q R 4

- P-K 4
- B-B 4
- P-Q 3
- Kt-K B 3
- Kt-B 3
- Q-K 2
- B-Kt 3

Black does not reply with the usual and expected P-Q R 3.

8. ...

P x P

With this move the game takes a very interesting turn.

9. B x P

P-Q 4

10. B-QKt 5

P-Q R 3

P x P might be considered.

11. B x Kt ch

P x B

12. P-R 5

Played four moves later than he intended it.

12. ...

P x P

13. P x B

P x Kt ch

14. K-B 2

P x Kt P

15. R-K 1

B-K 3

16. P x P

P-Kt 7 followed by Q-R 4 was also a good line.

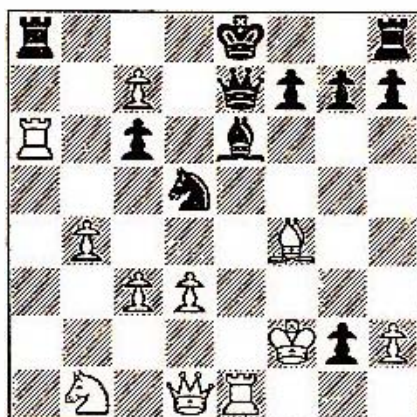
16. ...

Kt-Q 4

17. R x P

Following up his intention when 16 P x P was played. But the move is unsound.

BLACK E. G. SERGEANT



WHITE H. S. BARLOW

Black to play

17. ...

Castles

Because Black misses a brilliant win as follows: P-Kt 8(Q) ch, 18 K×Q (R×Q cannot be played on account of R×R), Kt×B; 19 R×R ch, K-Q 2; 20 R×R, Q-Kt 4 ch; 21 K-B 2, Q-Kt 7 ch; 22 K-K 3, Kt-Q 4 ch; 23 K-Q 4, Q-B 7 ch; 24 K-B 4, Kt-Kt 3 mate.

18. R×R

R×R

19. B-Kt 3

Kt×P(B 2)

Now the dangerous P has gone.

20. K×P

R-R 7 ch

21. K-Kt 1

Q-Q 2

Q-Kt 4 instead looks stronger.

2. B×Kt

This exchange ought to have been avoided.

22. ...

Q×B

23. R-K 2

Q-R 2 ch

24. P-Q 4

R×R

25. Q×R

Q-R 8

It is curious how Black wins the undeveloped Kt.

26. Q-K 4

P-R 3

27. K-B 2

Q-Kt 7 ch

28. K-K 3

Q-B 8 ch

29. K-B 2

If 29 Kt-Q 2, Q×P ch; 30 K-K 2, Q×KtP; 31 Q×P, Q×P and wins.

29. ...

B-R 7

With an easy win, as the pawns are of no value against the piece in this position.

30. Q×P

Q×Kt

31. P-Kt 5

Q-B 4 ch

32. K-K 2

This hastens the end.

32. ...

Q-K 3 ch

33. Q×Q ch  
 34. K-Q 3  
 35. P-B 4  
 36. K-B 3  
 37. P-Kt 6  
 38. K-Q 3  
 39. P-B 5  
 Resigns

P×Q  
 K-B 2  
 K-K 2  
 P-Kt 4  
 K-Q 3  
 K-B 3  
 B-Q 4

### GAME 33

“Kieseritzky Gambit”

WHITE  
 KIESERITZKY

BLACK  
 CALVI

1. P-K 4  
 2. P-K B 4  
 3. Kt-K B 3  
 4. P-K R 4  
 5. Kt-K 5  
 6. B-B 4

P-K 4  
 P×P  
 P-K Kt 4  
 P-Kt 5  
 P-K R 4  
 R-R 2

The old move in this Gambit before P-Q 4 came into fashion.

7. P-Q 4  
 8. Kt-Q 3  
 9. P×P

P-Q 3  
 P-B 6  
 P-Q B 3

B-K 2 is a stronger move here.

10. Kt-B 4  
 11. Kt-B 3  
 12. K-B 2

Kt-K 2  
 Kt-Q 2  
 R-R 1

A strange retreat at this stage.

13. Q-Q 3  
 14. B-Q 2  
 15. Q R-K 1

B-Kt 2  
 K-B 1

With a perfect position for attack.

15. ...  
 16. B-K 3  
 17. B-K 6  
 18. P-Kt 4  
 19. B-Kt 3  
 20. P-R 3  
 21. B-R 2

Q-Kt 3  
 Q-B 2  
 P-Kt 4  
 Kt-Q Kt 3  
 P-R 4  
 P-R 5

This B eventually gives mate by discovery.

21. ...  
 22. P-K 5  
 23. P-K 6  
 24. B-B 1  
 25. P×B P  
 26. Kt-K 4  
 27. Kt-Kt 5 cb

B-Kt 2  
 P-Q 4  
 B-B 1  
 Q-Q 3  
 K×P  
 Q-B 2  
 K-Kt 1

28. R×Kt

The first of a brilliant series of winning moves.

28. ...

Q×R

29. R-K 1

Q-B 3

30. R-K 8 ch

B-B 1

31. Kt-Kt 6

B-B 4

BLACK

CALVI



WHITE

KIESERITZKY

White to play

32. Q×B

Leading to a splendid termination.

32. ...

Q×Q

33. Kt-K 7 ch

K-Kt 2

34. Kt×Q ch

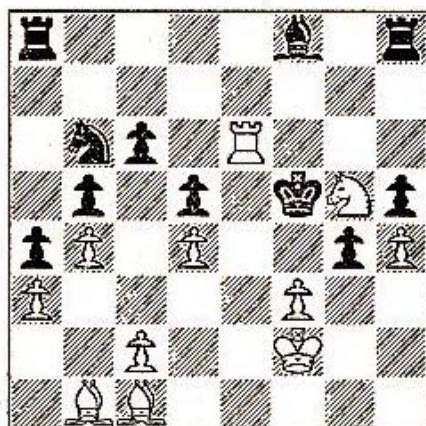
K-B 3

If instead K-Kt 1, 35 R-K 6 wins easily.

Final Position

BLACK

CALVI



WHITE

KIESERITZKY

Black resigns

35. R-K 6 ch

K×Kt

36. B-Kt 1

With a forced mate in two moves.

36. ...

Resigns

There is only P×P which is followed by 37 K×P and 38 P-B 3 mate, whatever Black plays. One of the most brilliant games ever played at this opening.

### GAME 34

“Bishop’s Gambit”

WHITE  
SCHULTEN

BLACK  
P. MORPHY

1. P-K 4

P-K 4

2. P-K B 4

P×P

3. B-B 4

P-Q 4

4. P×P

Not considered as good as 4 B×P.

4. ...

B-Q 3

5. Kt-Q B 3

Kt-K B 3

6. P-Q 4

Castles

With evident advantage.

7. K Kt-K 2

P-B 6

A happy move in Morphy’s best style.

8. P×P

Kt-R 4

9. P-K R 4

R-K 1

10. Kt-K 4

B-Kt 6 ch

11. K-Q 2

B-Q 3

12. K-B 3

White could not expect his King to remain here undisturbed very long.

12. ...

P-Q Kt 4

13. B×P

P-Q B 3

14. Kt×B

Q×Kt

15. B-R 4

B-R 3

16. R-K 1

Kt-Q 2

17. P-Kt 3

It is time for the K to retire.

17. ...

Kt-Kt 3

18. B×P

QR-B 1

A very pretty position. If now 19 K-Kt 2, R×B; 20 P×R, B×Kt; 21 R×B, Kt-R 5 ch; 22 P×Kt, Q-Kt 5 mate.

19. K-Q 2

R×B

Much the same thing comes about in the actual game.

20. P×R

B×Kt

21. R×B

Q×P ch

22. K-K 1

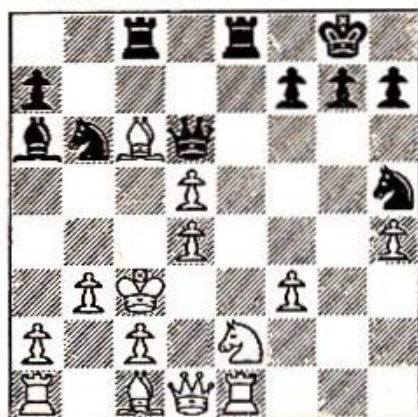
Q-Kt 8 ch

23. K-Q 2

R-Q 1 ch

Position after 18 ... , Q-R-B 1

BLACK P. MORPHY



WHITE SCHULTEN

White to play

- |            |             |
|------------|-------------|
| 24. K-B 3  | Q-B 4 ch    |
| 25. K-Kt 2 | Kt-R 5 ch   |
| 26. P×Kt   | Q-Kt 5 mate |

### GAME 35

Played in the St. Petersburg Tournament, 1914.

"Bishop's Gambit"

WHITE

I. GUNSBURG

1. P-K 4
2. P-K B 4
3. B-B 4

Safer, but less interesting than the more usual P-Q 4; 4 B×P, Q-R 5 ch.

4. Kt-Q B 3
5. P-K 5
6. B-Kt 3

B-Kt 5 ch, P-B 3; 7 P×Kt, P×B; 8 Q-K 2 ch was better.

6. ...
7. Kt-B 3

Of course not 7 Kt×P on account of Q-R 5 ch.

7. ...
8. Q-K 2
9. Q P×B

BLACK

J. R. CAPABLANCA

- P-K 4
- P×P
- Kt-K B 3

- B-Kt 5
- P-Q 4

- Kt-K 5

- P-Q B 3
- B×Kt
- P-K Kt 4

Black holds on to the gambit pawn.

10. Kt-Q 2

White is unable to play the usual P-K R 4 on account of Kt-Kt 6.

10. ...
11. Kt×Kt
12. B-Q 2

- B-B 4
- B×Kt

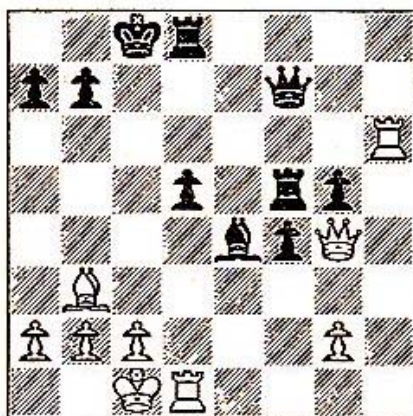
But now he should have availed himself of the opportunity.

- |                 |             |
|-----------------|-------------|
| 12. ...         | Kt-Q 2      |
| 13. P-B 4       | Q-K 2       |
| 14. P×P         | P×P         |
| 15. B-B 3       | Castles Q R |
| 16. P-K 6       | Kt-B 3      |
| 17. P×P         | Q×P         |
| 18. Castles Q R | K R-K 1     |
| 19. P-K R 4     | P-K R 3     |
| 20. P×P         | P×P         |
| 21. R-R 6       | R-K 3       |
| 22. B×Kt        |             |

White should not have parted with the well-posted Bishop.

- |               |       |
|---------------|-------|
| 22. ...       | R×B   |
| 23. Q-Kt 4 ch | R-B 4 |

BLACK J. R. CAPABLANCA



WHITE I. GUNSBURG

24. QR-R 1

The final error. White had an excellent game after 24 R-Q4. If in reply Q-Kt 2, 25 R×B wins.

- |         |       |
|---------|-------|
| 24. ... | P-B 6 |
|---------|-------|

Now the counter-attack wins.

- |                |              |
|----------------|--------------|
| 25. R-R 7      | P×P          |
| 26. R(R 1)-R 6 | P-Kt 8(Q) ch |
| Resigns        |              |

### GAME 36

A very fine game played at Leipzig in 1906.

"Bishop's Gambit"

- | WHITE<br>LEPGE | BLACK<br>SAALBAD |
|----------------|------------------|
| 1. P-K 4       | P-K 4            |
| 2. P-K B 4     | P×P              |

- |   |                     |
|---|---------------------|
| 3. B-B <sub>4</sub>                               | Q-R 5 ch            |
| P-Q <sub>4</sub> before the check is much better. |                     |
| 4. K-B <sub>1</sub>                               | P-K Kt <sub>4</sub> |
| 5. Kt-QB <sub>3</sub>                             | B-Kt <sub>2</sub>   |
| 6. P-Q <sub>4</sub>                               | Kt-K <sub>2</sub>   |
| 7. Kt-B <sub>3</sub>                              | Q-R <sub>4</sub>    |
| 8. P-K R <sub>4</sub>                             | P-K R <sub>3</sub>  |
| 9. K-Kt <sub>1</sub>                              | Q-Kt <sub>3</sub>   |
| 10. P×P   | P×P                 |
| 11. R×R ch  | B×R                 |
| 12. P-K <sub>5</sub>                              | QKt-B <sub>3</sub>  |
| 13. Kt-Kt <sub>5</sub>                            |                     |

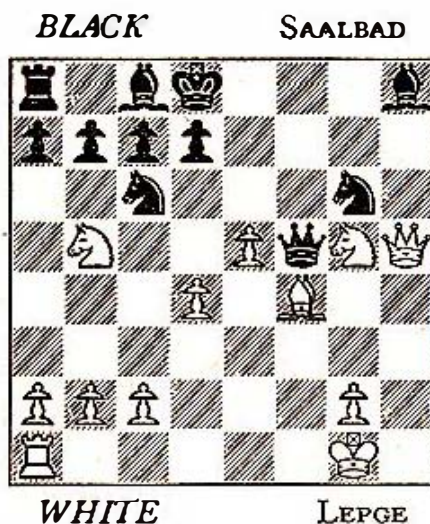
The position now becomes of great interest.

- |           |                  |
|-----------|------------------|
| 13. ...   | K-Q <sub>1</sub> |
| 14. K B×P |                  |

A fine sacrifice which seems to be perfectly sound.

- |                      |                    |
|----------------------|--------------------|
| 14. ...              | Q×B                |
| 15. Kt×Kt P          | Q-B <sub>4</sub>   |
| 16. Q-R <sub>5</sub> | Kt-Kt <sub>3</sub> |
| 17. B×P              |                    |

An excellent way of bringing the R and B into play.



Black to play

- |                          |                  |
|--------------------------|------------------|
| 17. ...                  | P-R <sub>3</sub> |
| 18. R-K B <sub>1</sub>   | P×Kt             |
| 19. Kt-B <sub>7</sub> ch |                  |

Perhaps this surprise combination was not foreseen by Black.

- |                           |                  |
|---------------------------|------------------|
| 19. ...                   | Q×Kt             |
| 20. B-Kt <sub>5</sub> ch  | Q-K <sub>2</sub> |
| 21. Q×B ch                | Kt×Q             |
| 22. R-B <sub>8</sub> mate |                  |

# GAME 37

## "Evans Gambit"

WHITE  
LABOURDONNAIS

1. P-K 4
2. Kt-K B 3
3. B-B 4
4. P-Q Kt 4
5. P-B 3
6. Castles
7. P-Q 4

This move is too risky to be good.

8. P×P
9. Kt×Kt
10. Q-Kt 3

The sacrifice of the R gives White a won game.

10. ...
11. B×P ch
12. B-Kt 8

A very pretty and unexpected move.

12. ...
13. Kt-Kt 5

If Q×Kt; 14 B×Q, B×P; 15 Q-B 3 ch wins.

14. P-B 4

Leading to a highly interesting game, but 14 Kt×P ch won in a few moves.

14. ...
15. P×Kt ch
16. Q-Q 3

BLACK

JAY

- P-K 4
- Kt-Q B 3
- B-B 4
- B×P
- B-R 4
- Kt-B 3
- Kt×K P
- Kt×Q BP
- B×Kt

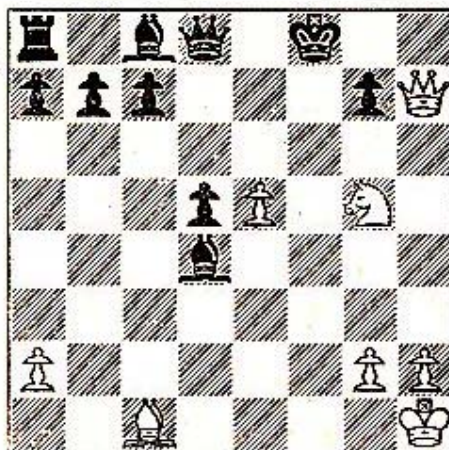
- B×R
- K-B 1

- R×B
- Kt×P

Position after 19 K-R 1

BLACK

JAY



WHITE LABOURDONNAIS

Black to play

Black is a R ahead, but he has very little prospects of avoiding defeat.

- |              |       |
|--------------|-------|
| 16. ...      | R-B 1 |
| 17. R x R ch | K x R |
| 18. Q x R P  |       |

Mate in 3 is now threatened.

- |               |          |
|---------------|----------|
| 18. ...       | B-Q 5 ch |
| 19. K-R 1     | Q-K 1    |
| 20. Q-R 8 ch  | K-K 2    |
| 21. Q x P ch  | K-Q 1    |
| 22. Kt-B 7 ch | K-Q 2    |
| 23. Kt-Q 8 ch |          |

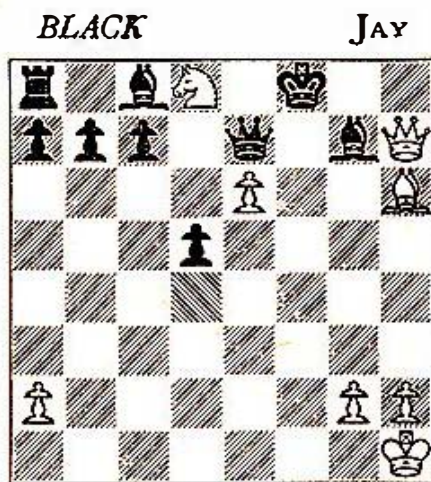
This excellent move prevents the K escaping by way of B 3. If K x Kt, 24 B-Kt 5 ch and mates next move.

- |              |       |
|--------------|-------|
| 23. ...      | Q-K 2 |
| 24. P-K 6 ch | K-K 1 |

Now if K x Kt; 25 Q-Kt 8 ch, Q-K 1; 26 B-Kt 5 ch.

- |               |        |
|---------------|--------|
| 25. Q-Kt 6 ch | K-B 1  |
| 26. B-R 6 ch  | B-Kt 2 |
| 27. Q-R 7     |        |

Threatening 28 Q-R 8 mate. If B x B it is still the same. Or if 27 Q x Kt; 28 Q x B ch, K-K 1; 29 Q-B 8 mate.



*WHITE LABOURDONNAIS*

Black to play

- |              |        |
|--------------|--------|
| 27. ...      | B x P  |
| 28. Q-R 8 ch | B-Kt 1 |
| 29. B x B ch |        |

This is one of those games which seems to play itself. If now 29 Q x B, 30 Kt-K 6 ch.

- |              |       |
|--------------|-------|
| 29. ...      | K-K 1 |
| 30. Q x B ch | K-Q 2 |
| 31. Q x P ch | K-K 1 |

If K-B 1; 32 Q×P ch, K×Kt; 33 Q×R ch, K-Q 2; 34 B-Q 4; and if 31 Q-Q 3; 32 Q-B 7 ch, K-B 1; 33 Q-K 6 ch gives a difficult win.

32 Kt-K 6, and White won.

This splendid game was played by Labourdonnais blindfold.

## GAME 38

Played in 1886.

"Evans Gambit"

WHITE DUPRÉ	BLACK ZUKERTORT
1. P-K 4	P-K 4
2. Kt-K B 3	Kt-Q B 3
3. B-B 4	B-B 4
4. P-Q Kt 4	B×P
5. P-B 3	B-R 4
6. P-Q 4	P×P
7. Castles.	P×P
8. Q-Kt 3	Q-B 3
9. P-K 5	Q-Kt 3
10. Kt×P	K Kt-K 2
11. Kt-K 2	P-Kt 4
12. B-Q 3	Q-K 3
13. Q-Kt 2	Kt-Kt 3
14. Kt-B 4	Kt×Kt
15. B×Kt	P-Q R 3

The moves on both sides were considered the best up to 1871.

16. QR-Q 1

QR-B 1 or Kt-Kt 5 also come in for consideration.

16. ...	P-R 3
17. B-Kt 3	B-Kt 2
18. Kt-R 4	

This move leads to a very peculiar combination.

18. ...	Kt-K 2
19. P-B 4	P-Kt 4
20. P-B 5	Q-Kt 3 ch
21. B-B 2	

White expects to win a piece.

21. ...	P×Kt
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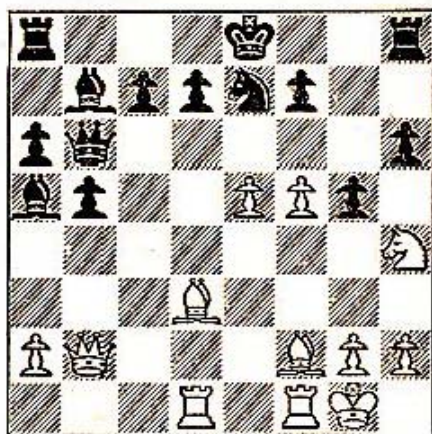
But it is unlikely that he anticipated this reply.

22. B×Q	B×B ch
23. K-R 1	P-R 6

The power of the two Bishops is remarkable.

24. R-Q 2	R-K Kt 1
25. K R-B 2	Castles
26. B-B 1	B×R

*Position after 21 B-B 2*  
**BLACK**                      **ZUKERTORT**



**WHITE**                      **DUPRÉ**  
 Black to play

- |           |          |
|-----------|----------|
| 27. R × B | P × P ch |
| 28. B × P | R × B    |
| 29. R × R | R - Kt 1 |
| Resigns   |          |

**GAME 39**  
 "Salvio Gambit"

**WHITE**  
**MICHELET**

**BLACK**  
**KIESERITZKY**

1. P-K 4
2. P-K B 4
3. Kt-K B 3
4. B-B 4
5. Kt-K 5
6. K-B 1
7. P-Q 4
8. Kt-B 3

- P-K 4
- P × P
- P-K Kt 4
- P-Kt 5
- Q-R 5 ch
- P-B 6
- Kt-K B 3

Played by Tchigorin in the Berlin Tournament, 1881.

8. ...

B-Kt 2

If P × P ch; 9 K × P, Q-R 6 ch; 10 K-Kt 1, P-Q 4; 11 B × P, Kt × B; 12 Kt × Kt, B-Q 3; 13 Q-K 1 with advantage.

9. P-K Kt 3
10. K-B 2
11. Kt × P (B 7)

- Q-R 6 ch
- P-Q 3
- R-B 1

A highly complicated position is now reached.

BLACK

KIESERITZKY



WHITE

MICHELET

White to play

12. Kt-K Kt 5

13. K-K 3

14. K-Q 3

Threatening mate in two.

15. P-Q R 3

16. B x B

17. Q-K 1

18. Kt x Kt

19. Q-K 3

20. B-Q 5

21. Q R-K B 1

The position is like a problem.

21. . . .

This wins the Q but loses the game.

22. B x B

Q-Kt 7 ch

B-R 3

Kt-B 3

B x Kt

Kt x K P

B-B 4

P-B 7

K-Q 2

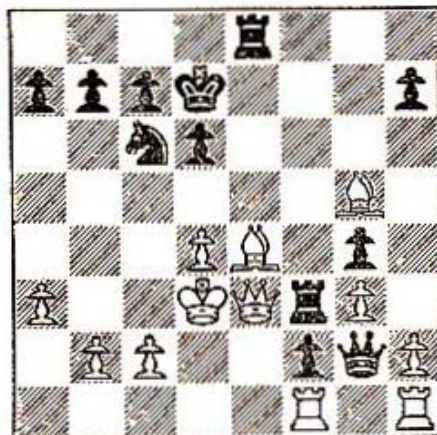
QR-K 1

B x Kt ch

R-B 6

BLACK

KIESERITZKY



WHITE

MICHELET

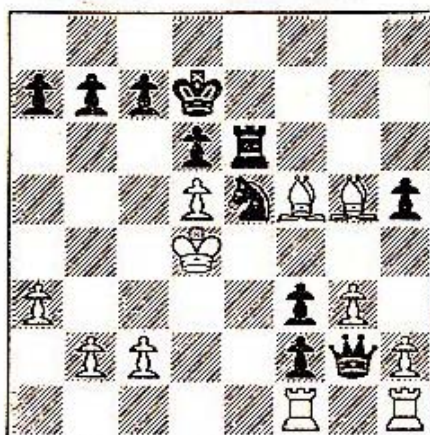
White to Play

23. Q×R  
 24. B-B 5 ch  
 25. P-Q 5  
 26. K-Q 4

- P×Q  
 R-K 3  
 Kt-K 4 ch  
 P-K R 4

An unusual and striking position. The Black Q cannot escape.

BLACK KIESERITZKY



WHITE MICHELET

White to play

27. P×R ch  
 28. B-B 6  
 29. B×Kt  
 30. K×P  
 31. K-B 6

- K-K 1  
 P-R 5  
 P×B ch  
 P×P  
 Resigns

A singular termination to a splendid game.

### GAME 40

Played in the Rice Gambit Tournament at London, 1905.  
 "Rice Gambit"

WHITE  
 E. J. MARSHALL

1. P-K 4  
 2. P-K B 4  
 3. Kt-K B 3  
 4. P-K R 4  
 5. Kt-K 5  
 6. B-B 4  
 7. P×P  
 8. Castles  
 9. R-K 1  
 10. P-B 3  
 11. P-Q 4

BLACK  
 W. E. NAPIER

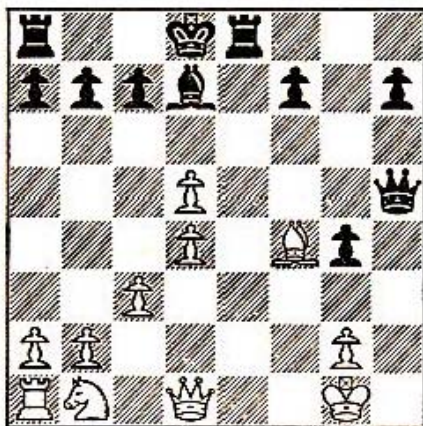
- P-K 4  
 P×P  
 P-K Kt 4  
 P-Kt 5  
 Kt-K B 3  
 P-Q 4  
 B-Q 3  
 B×Kt  
 Q-K 2  
 Kt-R 4  
 Kt-Q 2

12. B-Kt 5  
13. B x Kt  
14. R x B  
15. R x Kt  
16. B x P

K-Q 1  
B x B  
Q x P  
Q x R  
R-K 1

This was a standard variation of the Rice Gambit and the tournament games all started from this point. The majority of the games ended in favour of Black.

BLACK W. E. NAPIER



WHITE F. J. MARSHALL

White to play

17. Kt-Q2

There is a very neat variation here if 18 P-Q 6. Black replies P-Kt 6; 19 Q x Q, R-K8 mate.

17. ...

Q x P

18. Kt-B 1

Q-K 5

19. B-Kt 5 ch

K-B 1

20. Kt-Kt 3

Q-Kt 3

21. Q-Q 2

P-K B 3

22. B-B 4

P-K R 4

This P exerts great pressure on White.

23. P-B 4

P-R 4

A strong and unexpected line.

24. Kt-K 2

P-K R 5

25. Kt-B 3

P-R 6

26. P-K Kt 3

P-R 7 ch

This pretty sacrifice is the winning line.

27. K x P

R-R 3

28. P-Q 5

R-R 1 ch

29. K-Kt 1

Q-R 2

30. Q-Kt 2

R-Kt 3

31. P-Kt 3

Q-Q 6

Completely breaking White's resistance.

32. B-Q 2

R-R 6

Position after 26 P-K Kt 3

BLACK W. E. NAPIER



WHITE F. J. MARSHALL.

Black to play

- |           |          |
|-----------|----------|
| 33. B-K 1 | Q-K 6 ch |
| 34. K-B 1 | B-B 4    |
| 35. R-Q 1 | B-Q 6 ch |
| 36. R x B | Q x R ch |
| and wins. |          |

### GAME 41

Played at Bristol in 1903.

"Danish Gambit"

WHITE  
F. J. LEE

BLACK  
T. J. EDWARDS

1. P-K 4
2. P-Q 4
3. P-Q B 3
4. Q x P

- P-K 4
- P x P
- P-Q 4

Not a good move. The correct reply is 4 K P x P.

4. ...
5. Q x P ch
6. B-Q B 4
7. Q-K 2
8. P-K R 3

- P x P
- B-K 2
- Kt-K B 3
- Castles

White is already at a serious disadvantage.

8. ...

- B-Q B 4
- Kt-K 5

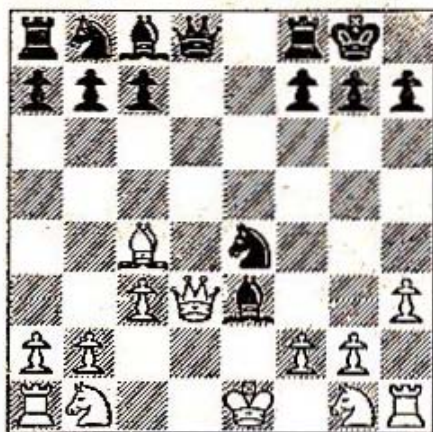
This fine move leaves no good reply.

10. B-K 3

- B x B

Leaving White with a choice of evils.

BLACK T. J. EDWARDS



WHITE F. J. LEE  
White to play

11. Q×Kt

Q×B was the better course.

11. ...

R-K 1

12. Q-B 2

Fatal. To save the R after B-B 8 ch, 12 Q-B 3 was the only line to prolong the game.

12. ...

B-Q 7 ch

A pretty move.

13. K any

R-K 8 mate

The Master fared very badly in this game.

## GAME 42

"Muzio Gambit"

MACDONNELL

LABOURDONNAIS

1. P-K 4

P-K 4

2. P-K B 4

P×P

3. Kt-K B 3

P-K Kt 4

4. B-B 4

P-Kt 5

5. Kt-B 3

This is believed to be the invention of MacDonnell.

5. ...

P×Kt

6. Castles

P-Q B 3

The best line is P-Q 4, 7 B×P, B-K Kt 5.

7. Q×P

Q-B 3

8. P-K 5

Q×P

9. B×P ch

K×B

10. P-Q 4

One sacrifice follows another.

10. ...

Q×P ch

11. B-K 3

The critical point. Can the position be defended by Black after this?  
It appears not.

- |               |        |
|---------------|--------|
| 11. ...       | Q-Kt 2 |
| 12. B×B P     | Kt-B 3 |
| 13. Kt-K 4    | B-K 2  |
| 14. B-Kt 5    | R-Kt 1 |
| 15. Q-R 5 ch  | Q-Kt 3 |
| 16. Kt-Q 6 ch |        |

A beautiful winning sacrifice.

BLACK LABOURDONNAIS



WHITE MACDONNELL

Black to play

16. ... K-K 3  
If K-Kt 2; 17 B-R 6 ch, Q×B; 18 Kt-B 5 ch; or 17 K-R 1, 18 Kt-B 7 ch.

- |                |      |
|----------------|------|
| 17. QR-K 1 ch  | K×Kt |
| 18. B-B 4 mate |      |

### GAME 43

Played at Riga in 1900.

"Muzio Gambit"

WHITE  
NIEMZOWITSCH

BLACK  
N. N.

- |  |          |
|--|----------|
| 1. P-K 4                                 | P-K 4    |
| 2. P-K B 4                               | P×P      |
| 3. Kt-K B 3                              | P-K Kt 4 |
| 4. B-B 4                                 | P-Kt 5   |
| 5. Castles                               | P×Kt     |
| 6. Q×P                                   | Q-B 3    |
| 7. P-Q 3                                 | B-Kt 2   |
| B-R 3 is the usual and better move here. |          |
| 8. Kt-B 3                                | Kt-Q B 3 |

9. B×P Kt-Q 5  
 10. Q-B 2 P-Q 3  
 11 P-K 5 cannot be allowed at once.  
 11. Kt-Q 5 Q-Q 1  
 12. P-K 5

And it still proves too strong for the defence.

12. ... P-QB 3  
 13. B-K Kt 5 Q-Q 2  
 14. Kt-B 7 ch

A nice sacrifice. If K-B 1, mate in two.

14. ... Q×Kt  
 15. B×P ch K-Q 2  
 16. Q-B 5 ch

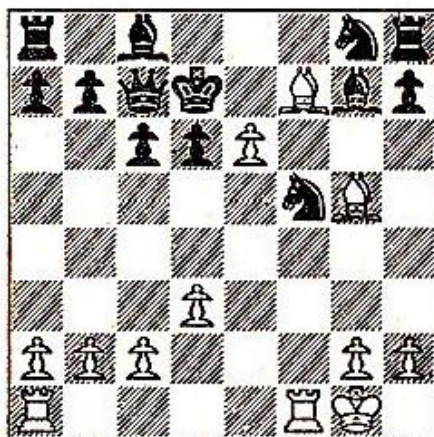
As pretty as a two-move problem.

16. ... Kt×Q  
 17. P-K 6 mate

### Final Position

BLACK

N. N.



WHITE NIEMZOWITSCHE

### GAME 44

Played in the British Championship at Southport in 1905.  
 "Falkbeer Gambit"

WHITE  
 J. H. BLACKBURN

BLACK  
 SHERRARD

1. P-K 4 P-K 4  
 2. P-K B 4 P-Q 4  
 3. Kt-K B 3 P×K P  
 4. Kt×P B-Q 3  
 5. P-Q 4  
 B-B 4, B×Kt; 6 Q-R 5 has often been played at this point.  
 5. ... P×P(e.p.)

6. B×P
7. Castles
8. Kt-Q B 3
9. Kt×Kt
10. P-B 5

- Kt-K B 3
- Castles
- QKt-Q 2
- B×Kt

An entirely premature move which results in the loss of the game.

10. ...
11. B-K Kt 5
12. B-R 4
13. R-K 1
14. B-K 2
15. K-R 1

- B-B 3
- P-K R 3
- R-K 1
- B-K 4
- B-Q 5 ch
- Kt-K 5

There is no defence to this attack.

16. Kt×Kt
17. Q×B
18. Q-Q 2
19. P-B 6

- Q×B
- R×Kt
- Q-B 7
- R×B

*BLACK*

*SHERRARD*



*WHITE J. H. BLACKBURNE*

White to play

20. Q×R

- B×P mate

Black did well to mate Blackburne in 20 moves in a British Championship game.

## GAME 45

"Falkbeer Gambit"

*WHITE*

*A. ANDERSEN*

1. P-K 4
2. P-K B 4
3. Kt-K B 3

*BLACK*

*A. N. OTHER*

- P-K 4
- P-Q 4
- P×K P

4. Kt×P
5. B-B<sub>4</sub>
6. P×B

B-Q<sub>3</sub>  
B×Kt

Q-R<sub>5</sub> can also be played here.

6. ...

Q-Q<sub>5</sub>

Gaining a P but at the loss of position.

7. Q-K<sub>2</sub>

Q×K P

8. P-Q<sub>4</sub>

Very good and quite sound.

8. ...

Q×Q P

9. Kt-B<sub>3</sub>

Kt-K B<sub>3</sub>

10. B-K<sub>3</sub>

Q-Q<sub>1</sub>

11. Castles

P-K R<sub>3</sub>

Too slow, but there is no good line.

12. B-B<sub>5</sub>

And this is crushing.

12. ...

QKt-Q<sub>2</sub>

13. Q×P ch

A nice Queen sacrifice.

BLACK A. N. OTHER



WHITE A. ANDERSEN

13. ...

K1×Q

14. B×P mate

## GAME 46

Played in a Lightning Tournament at Bristol, 1938. Rate of play ten seconds a move.

"Greco Counter-Gambit"

WHITE  
P. WENMAN

BLACK  
A. N. OTHER

1. P-K<sub>4</sub>

P-K<sub>4</sub>

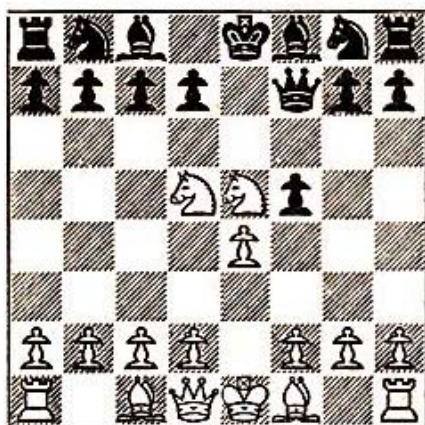
2. Kt-K B<sub>3</sub>

P-K B<sub>4</sub>

3. Kt-B 3
4. Kt-Q 5
5. Kt x K P

- Q-B 3
- Q-B 2

BLACK A. N. OTHER



WHITE P. WENMAN

Black to play

5. ....
6. Kt x P ch

- Q-K 3
- Resigns

### GAME 47

Played in a match at Bath in 1938.

"Two Knights' Defence"

WHITE  
P. WENMAN

BLACK  
E. DALE

1. P-K 4
2. Kt-K B 3
3. B-B 4
4. P-Q 4
5. Castles
6. R-K 1
7. B x P
8. Kt-B 3
9. R x Kt ch
10. Kt x P
11. R-B 4

- P-K 4
- Kt-Q B 3
- Kt-B 3
- P x P
- Kt x P
- P-Q 4
- Q x B
- Q-Q 1
- B-K 2
- P-B 4
- Castles

B-Kt 4 would be answered by 12 Q-K 2 ch.

12. B-K 3

An interesting but rather risky line.

12. ....

B-Q 3  
P-K Kt 4; 13 Kt x Kt, Q x Q ch; 14 R x Q, P x Kt; 15 K R-Q 4  
would be good for White.

13. Kt×Kt  
 14. R-Q<sub>4</sub>  
 15. B-B<sub>4</sub>  
 16. R×B  
 17. R-Q<sub>4</sub>  
 18. R×R  
 19. Q-K<sub>2</sub>

P×Kt  
 Q-K<sub>1</sub>  
 B×B  
 B-K<sub>3</sub>  
 R-Q<sub>1</sub>  
 Q×R

With an advantage in position.

19. ...  
 20. R-Q<sub>1</sub>  
 21. P-QKt<sub>3</sub>  
 22. Kt-R<sub>4</sub>  
 23. Q-K<sub>5</sub>

R-B<sub>3</sub>  
 Q-Kt<sub>1</sub>  
 P-K R<sub>3</sub>  
 Q-K B<sub>1</sub>  
 Q-B<sub>1</sub>

The Black Q makes too many moves.

24. Kt-B<sub>5</sub>  
 25. R-K<sub>1</sub>  
 26. Q-K<sub>7</sub>  
 27. Q×Q  
 28. R-K<sub>7</sub>  
 29. R-Q<sub>7</sub>  
 30. K-B<sub>1</sub>  
 31. R×P

K-R<sub>2</sub>  
 B-Kt<sub>1</sub>  
 Q-B<sub>1</sub>  
 R×Q  
 R-Q<sub>1</sub>  
 R-K<sub>1</sub>  
 B-Q<sub>4</sub>  
 R-K<sub>4</sub>

This peculiar blunder loses at once.

32. Kt-Q<sub>7</sub>

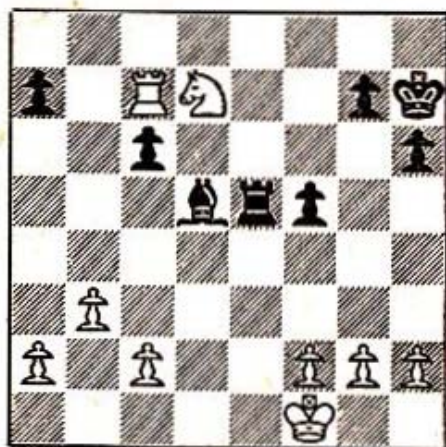
Resigns

Because the R is lost wherever it moves.

*Final Position*

BLACK

E. DALB



WHITE P. WENMAN

Black resigns

## GAME 48

Played in the Plymouth Tournament, 1938.  
"Four Knights' Game"

WHITE	BLACK
P. WENMAN	P. MOORE
1. P-K 4	P-K 4
2. Kt-K B 3	Kt-Q B 3
3. Kt-B 3	Kt-B 3
4. B-Kt 5	B-Kt 5
5. Castles	Castles
6. P-Q 3	P-Q 3
7. B-Kt 5	P-Q R 3
8. B-Q R 4	

8 B x Kt followed by 9 Kt-K 2 is a good alternative.

8. ...	Kt-K 2
9. Kt-K 2	Kt-Kt 3
10. Kt-R 4	P-R 3
11. Kt x Kt	P x Kt
12. B-Kt 3 ch	K-R 2
13. P-Q B 3	B-R 4
14. B x Kt	Q x B

Black has obtained the better game out of the opening.

15. Kt-Kt 3	B-Kt 3
16. Q-Q 2	P-K R 4

A good way of carrying on the attack. White gets into difficulties.

17. B-Q 1	P-R 5
18. Kt-R 1	P-Kt 4
19. P-K R 3	B-Q 2
20. K-R 2	P-B 3

The exchange of Queens by Q-B 5 ch would give Black a favourable end-game position.

21. P-B 3	P-Q 4
22. Kt-B 2	

With a safe position.

22. ...	Q R-Q 1
23. Q-B 1	Q-K 2
24. B-B 2	B x Kt
25. R x B	P x P
26. Q P x P	P-Kt 5

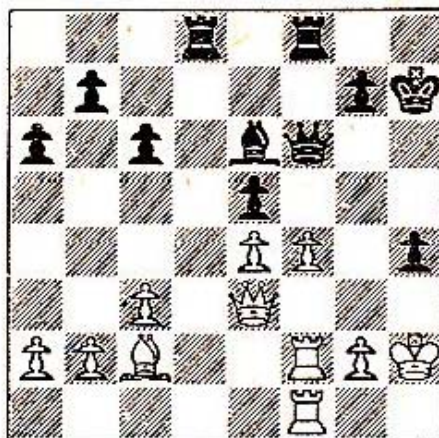
This advance turns out badly.

27. R P x P	B x P
28. Q-K 3	Q-B 3
29. Q R-K B 1	B-K 3
30. P-K B 4	

This move completely turns the tables. Black has a lost game however he plays. The discovered check kills him.

BLACK

P. MOORE



WHITE

P. WENMAN

Black to play

30. ...  
There is nothing any better.

31. P-K 5 ch

32. R×P

33. Q-K 4

34. Q-Kt 6 ch

35. R×R ch

36. R×R ch

37. Q-R 7 mate

P×P

K-Kt 1

Q-K 2

P-K Kt 4

K-R 1

R×R

Q×R

## GAME 49

Played in Holland in 1902.

"Giuoco Piano"

WHITE

A. SPEYER

1. P-K 4

2. Kt-K B 3

3. B-B 4

4. P-Q 3

5. P-B 3

6. Q-K 2

7. B-Kt 3

8. B-Kt 5

9. QKt-Q 2

BLACK

D. JANOWSKI

P-K 4

Kt-Q B 3

B-B 4

Kt-B 3

Castles

P-Q 4

B-K Kt 5

P-Q 5

P-Kt 4

A very pretty move to induce B-Q 5 and the sacrifice of the Q which follows.

10. B-Q 5

11. B×Q

12. Q-B 1

Kt×B

Kt-B 5

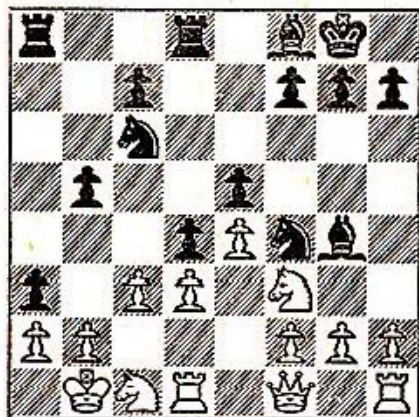
K R×B

13. Kt-Kt 3
14. Castles
15. K-Kt 1
16. Kt-B 1

- B-K B 1
- P-Q R 4
- P-R 5
- P-R 6

The sacrifice has turned out well and White has great difficulty in defending.

BLACK D. JANOWSKI



WHITE A. SPEYER

White to play

17. B P x P
18. Kt-Kt 3
19. Kt x P
20. Q x B
21. Q-B 3
22. Kt-B 5
23. P x B

- R P x P
- Kt-Kt 5
- B x R
- R x R P
- K R-R 1
- B x Kt
- Kt-K 7

A very pretty final combination.

24. Q x Kt
25. K x P
26. K-Kt 3
27. K x Kt
28. K-B 3

- R-R 8 ch
- R(R8)-R 7 ch
- R x Q
- R-Kt 7 ch
- R x P

Resigns

One of Janowski's usual bright games.

### GAME 50

Played in the St. Petersburg Tournament, 1914.  
"Giuoco Piano"

WHITE  
I. GUNSBURG

1. P-K 4
2. Kt-K B 3
3. B-B 4

BLACK  
A. ALEKHINE

- P-K 4
- Kt-Q B 3
- B-B 4

- |                                     |            |
|-------------------------------------|------------|
| 4. P-B 3                            | Q-K 2      |
| A very old move, but probably P-Q 3 | is better. |
| 5. Castles                          | P-Q 3      |
| 6. P-Q 4                            | B-Kt 3     |
| 7. P-Q R 4                          | P-Q R 3    |
| 8. P-R 5                            |            |

An ingenious sacrifice of the exchange in the hope of obtaining a strong attack. It is hardly justified by the result.

- |        |          |
|--------|----------|
| 8. ... | Kt x R P |
|--------|----------|

Of course if B x R P, then P-Q 5.

- |              |        |
|--------------|--------|
| 9. R x Kt    | B x R  |
| 10. Q-R 4 ch | P-Kt 4 |
| 11. Q x B    | P x B  |

BLACK A. ALEKHINE



WHITE I. GUNSBURG

White to play

- |              |       |
|--------------|-------|
| 12. P x P    | P x P |
| 13. P-Q Kt 3 |       |

Another promising move, but probably Kt x P would have been better.

- |         |         |
|---------|---------|
| 13. ... | P-K B 3 |
|---------|---------|

Now Black prevents Kt x P and has a safe position.

- |           |       |
|-----------|-------|
| 14. R-Q 1 | B-K 3 |
| 15. B-R 3 | R-Q 1 |

A smart reply. From this point Black obtains the upper hand.

- |             |         |
|-------------|---------|
| 16. QKt-Q 2 | Q-Q 2   |
| 17. R-K 1   | Kt-K 2  |
| 18. Q-Kt 4  | P-Q R 4 |

Another keen move.

- |           |       |
|-----------|-------|
| 19. Q-B 5 | P x P |
|-----------|-------|

White has now a lost game.

- |              |        |
|--------------|--------|
| 20. Kt-B 1   | Q-Q 3  |
| 21. Q x R P  | Q-Kt 3 |
| 22. Q-R 4 ch | K-B 2  |
| 23. B x Kt   | K x B  |

- |                 |          |
|-----------------|----------|
| 24. Q-R 3 ch    | P-B 4    |
| 25. P-B 4       | R-R 1    |
| 26. Q-B 1       | P-Kt 7   |
| 27. Q-B 2       | R-R 8    |
| 28. Kt(B 1)-Q 2 | R x R cb |
| 29. Kt x R      | R-Q 1    |
| 30. Kt-Q 3      | Q-Q 3    |
| Resigns         |          |

A further piece is lost.

## GAME 51

Played in the Manchester Tournament, 1890.  
"Giuoco Piano"

- | WHITE       | BLACK            |
|-------------|------------------|
| E. THOROLD  | J. H. BLACKBURNE |
| 1. P-K 4    | P-K 4            |
| 2. Kt-K B 3 | Kt-Q B 3         |
| 3. B-B 4    | B-B 4            |
| 4. P-Q 3    | Kt-B 3           |
| 5. B-K 3    | B-Kt 3           |
| 6. B x B    | R P x B          |
| 7. QKt-Q 2  | Castles          |
| 8. P-B 3    | P-Q 4            |
| 9. B-Kt 3   | P x P            |
| 10. P x P   | Q-K 2            |
| 11. Q-K 2   | P-Kt 3           |
| 12. P-Kt 3  | Kt-Q 2           |
| 13. P-K R 4 |                  |

The start of highly interesting play.

- |           |        |
|-----------|--------|
| 13. ...   | Kt-B 4 |
| 14. B-B 2 |        |

This retirement is only temporary.

- |         |       |
|---------|-------|
| 14. ... | P-R 4 |
|---------|-------|

Appears to be necessary, but leaves a weakness all through the game.

- |             |        |
|-------------|--------|
| 15. Q-K 3   | R-Q 1  |
| 16. P-QKt 4 | Kt-Q 2 |
| 17. B-Kt 3  |        |

White has an advantage now which he never relaxes.

- |             |         |
|-------------|---------|
| 17. ...     | Kt-B 1  |
| 18. Kt-Kt 5 | B-K 3   |
| 19. Kt x B  | Kt x Kt |
| 20. P-K B 4 | Q-B 3   |
| 21. P-B 5   |         |

Very good play. If P x P, then 22 P x P, Q x P; 23 Kt-K 4 followed by R-K B 1.



WHITE E. THOROLD

Black to play

- |                 |        |
|-----------------|--------|
| 21. ...         | Kt-B 1 |
| 22. P x P       | Q x P  |
| 23. Castles K R | R-Q 2  |
| 24. R-B 5       |        |

The attack is becoming very strong.

- |              |         |
|--------------|---------|
| 24. ...      | Kt-R 2  |
| 25. QR-K B 1 | R-K B 1 |
| 26. Kt-B 4   |         |

Winning a P. For if R-K 2; 27 P-Kt 5.

- |            |          |
|------------|----------|
| 26. ...    | P-Kt 4   |
| 27. Kt x P | Kt x Kt  |
| 28. R x Kt | K-R 1    |
| 29. Q-B 4  | R-K Kt 1 |
| 30. R-B 3  |          |

Of course if 30 B x P, the reply is R x B.

- |              |           |
|--------------|-----------|
| 30. ...      | Q-Kt 3 ch |
| 31. K-Kt 2   | R-Kt 5    |
| 32. R-K 8 ch | K-Kt 2    |
| 33. Q-K 5 ch | K-R 3     |

Black is hard pressed. If Kt-B 3; 34 R x Kt, Q x R; 35 R-Kt 3 ch winning the Q.

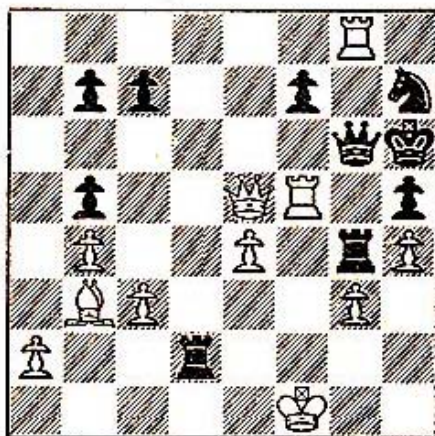
- |              |          |
|--------------|----------|
| 34. R-B 5    | R-Q 7 ch |
| 35. K-B 1    | Q-Kt 3   |
| 36. R-K Kt 8 |          |

A splendid sacrifice which Black must accept.

- |              |              |
|--------------|--------------|
| 36. ...      | Q x R (Kt 8) |
| 37. R x P ch | K-Kt 3       |
| 38. Q-B 5 ch | K-Kt 2       |
| 39. Q x R ch | K-R 1        |
| 40. Q-B 4    | Q-K 1        |

There is no defence left.

Position after 36 R-K Kt 8  
**BLACK J. H. BLACKBURNE**



**WHITE E. THOROLD**  
 Black to play

41. B-Q 5  
 And this is final.

41. ...  
 42. Q x K B P

R-Q Kt 7  
 Resigns

This game was considered a great credit to English chess at the time it was played.

**GAME 52**

Played in 1887.

“Zukertort’s Opening”

**WHITE**  
**J. OWEN**

**BLACK**  
**A. BURN**

1. Kt-K B 3
2. P-Q 4
3. P-K 3
4. Kt-B 3

- P-Q 4
- B-B 4
- P-K 3

P-B 4 is the natural move.

4. ...
5. P-Q R 3
6. B-Kt 5 ch
7. Kt-K 5
8. P-K Kt 4

- Kt-K B 3
- P-B 4
- Q Kt-Q 2
- B-Q 3

This strong move gives Whites an immediate advantage.

8. ...
9. P x Q B
10. P x B P
11. P-Kt 4

- B x Kt
- B-Q 3
- B x B P
- B-Q 3

This Breaches Q3 for the third time in eleven moves. Clearly something has gone wrong.

12. B-Kt 2

This piece plays a decisive part in the final attack.

12. ...

R-QB 1

13. Q-Q4

Castles

Right into the jaws of death.

14. BxKt

QxB

15. KtxP

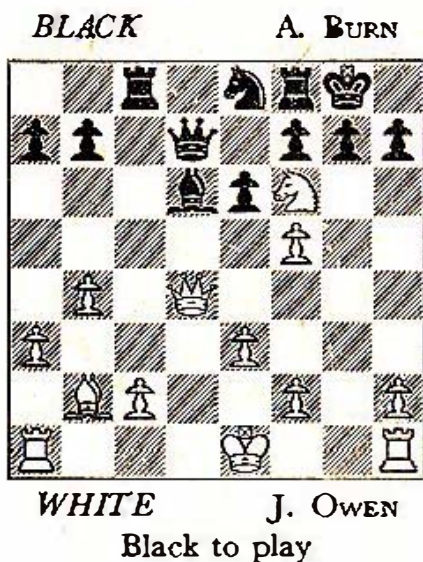
The surprise. If PxKt, 16 QxKt forces mate.

15. ...

Kt-K 1

16. Kt-B 6 ch

And a further one too! Now the Kt must be taken.



16. ...

PxKt

17. R-Kt 1 ch

K-R 1

18. QxP ch

KtxQ

19. BxKt mate

Burn was not often beaten in such a decisive way in under 20 moves.

## GAME 53

"King's Bishop's Opening"

WHITE  
LABOURDONNAIS

BLACK  
MACDONNELL

1. P-K 4

P-K 4

2. B-B 4

B-B 4

3. Q-K 2

A very old style of play.

3. ...  
4. P-Q 3

Kt-K B 3

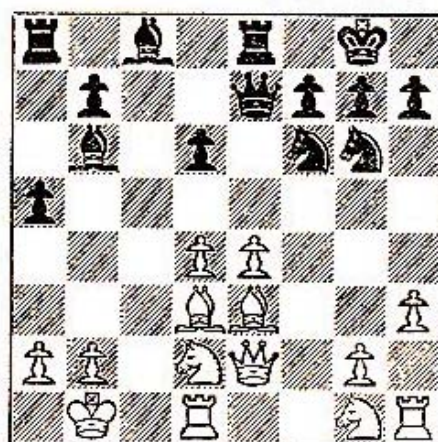
P-B 4 would be more vigorous.

4. ...  
5. P-Q B 3  
6. P-B 4  
7. P-Q 4  
8. B x P  
9. B-Q 3  
10. B-K 3  
11. P-K R 3  
12. Kt-Q 2  
13. Castles  
14. K-Kt 1  
15. P x P

Kt-B 3  
Kt-K 2  
P x P  
B-Kt 3  
P-Q 3  
Kt-Kt 3  
Castles  
R-K 1  
Q-K 2  
P-B 4  
P x P  
P-Q R 4

The chances look about equal.

BLACK MacDONNELL



WHITE LABOURDONNAIS

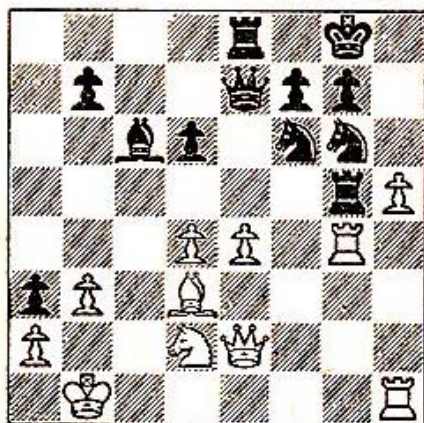
White to play

16. K Kt-B 3  
17. P-K Kt 4  
18. QR-Kt 1  
19. P-Kt 5  
20. B x P  
21. P-Kt 3  
22. R-Kt 4  
23. P-R 4  
24. Kt x B  
25. P-R 5

B-Q 2  
P-R 3  
P-R 5  
P x P  
P-R 6  
B-B 3  
B-R 4  
B x Kt  
R-R 4  
R x B

A fine sacrifice which turns out well.

BLACK MACDONNELL



WHITE LABOURDONNAIS

White to play

26. R×R

Kt-B 5

27. Q-B 3

Kt×B

28. P-Q 5

The saving move that White depended upon. If 28 Q×Kt then Kt×K P wins.

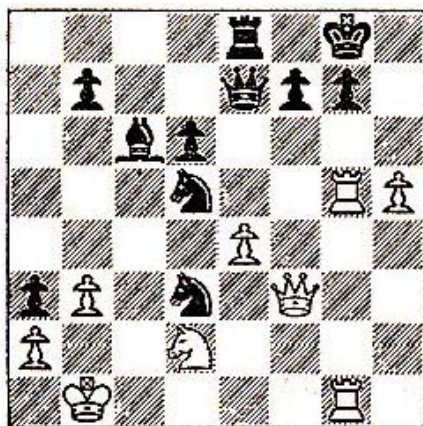
28. ...

Kt×Q P

29. K R-Kt 1

One of the most complicated positions ever reached on the chessboard. It looks impossible for either side to save the game.

BLACK MACDONNELL



WHITE LABOURDONNAIS

Black to play

29. ...

Kt-B 6 ch

30. K-R 1

B×P

31. R×P ch

K-R 1

32. Q-Kt 3  
A splendid defence.

B-Kt 3

33. P x B

A case of diamond cut diamond.

33. ...

Q-K 8 ch

34. R x Q

If 34 Kt-Kt 1, Q x Q; 35 R-R 7 ch (35 R x Q loses), K-Kt 1; 36 P x P ch, K x R (best); 37 R-R 1 ch, K-Kt 2; 38 P x R (Q) and wins.

34. ...

R x R ch

35. Q x R

Kt x Q

36. R-R 7 ch

K-Kt 1

37. P x P ch

K x R

38. P-B 8(Q)

Or if he wants to prolong it one move, P-B 8(Kt) ch.

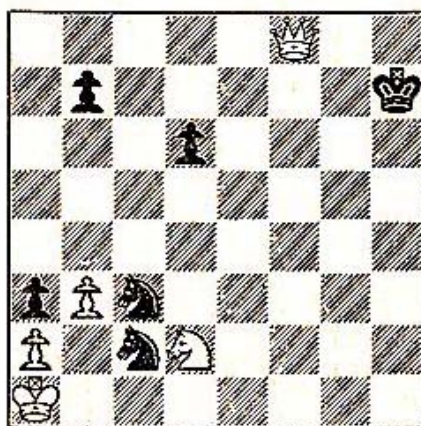
38. ...

Kt-B 7 mate

A wonderful termination to one of the greatest games on record.

*Final Position*

BLACK MACDONNELL



WHITE LABOURDONNAIS

### GAME 54

"King's Bishop's Opening"

WHITE  
ST. AMANT

BLACK  
PERIGAL

1. P-K 4

P-K 4

2. B-B 4

B-B 4

3. Q-Kt 4

Already this specially fine game takes an unusual turn.

3. ...

Q-B 3

A very good reply.

4. P-Q 4

A promising sacrifice.

4. ...

B x P

5. Kt-K B 3
6. Q-Kt 3
7. P-B 3
8. P-Kt 4
9. P-Q R 4
10. P-Kt 5

- Kt-B 3
- P-K R 3
- B-Kt 3
- P-Q 3
- P-Q R 4

The good old fashioned style of play.

10. ...
11. Castles
12. Kt-R 3
13. Kt-B 2
14. B-Q 3
15. K-R 1
16. Kt-Kt 1
17. QxKt

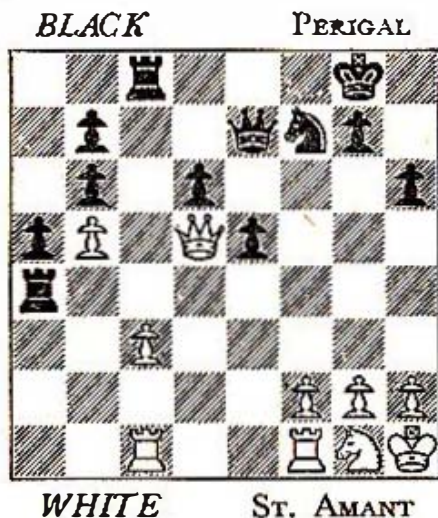
- Kt-Q 1
- Kt-K 2
- Kt-Kt 3
- B-K 3
- Castles
- Kt-B 5
- KtxB
- Q-K 2

Black still a pawn to the good has the advantage.

18. B-K 3
19. BxB
20. QxK P
21. QKt-K 3
22. Q-Q 3
23. Kt-Q 5
24. QxB ch
25. QR-B 1

- P-K B 4
- PxP
- PxB
- R-B 5
- R-Q B 1
- BxKt
- Kt-B 2
- RxR P

A second pawn falls.



White to play

26. Kt-B 3
27. QR-K 1
28. Q-Q 2

- K R-Q B 5
- QR-B 4
- RxKt P

Three pawns up! The real fun now commences.

29. Kt-Q 4
30. P-B 4

- QR-B 4
- P-K 5

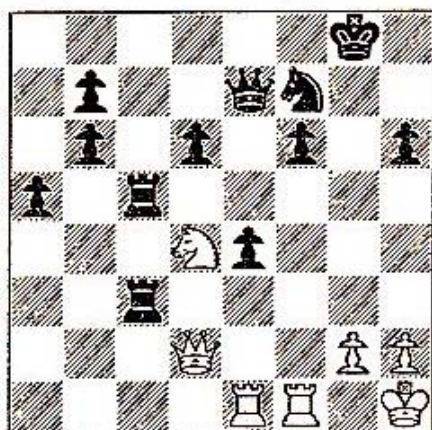
31. P-B 5  
32. P-B 6

K R x P  
P x P

Five pawns up! It has been truly said that the old school did not place any value on pawns.

BLACK

PERIGAL



WHITE

ST. AMANT

White to play

33. Kt-B 5

Q-K 4

34. Q-K 2

A very strong threat at last.

34. ...

K-B 1

35. Q-Kt 4

Q-K 3

36. Q-Kt 7 ch

K-K 1

37. Q-Kt 8 ch

K-Q 2

38. Kt-Kt 7

Q-K 2

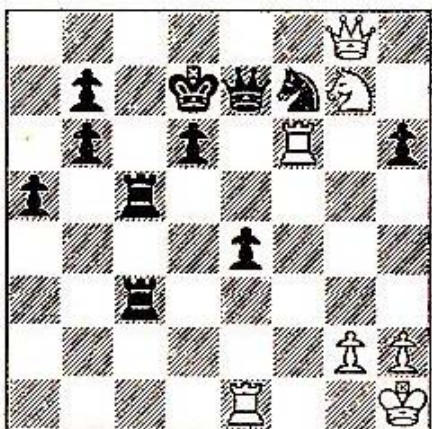
A forced move.

39. R x BP

Fine chess. If Q x R; 40 Q-K 8 ch, K-B 2; 41 Kt-K 6 ch wins the Q

BLACK

PERIGAL



WHITE

ST. AMANT

Black to play

- |               |        |
|---------------|--------|
| 39. ...       | R-B 8  |
| 40. R(B6)-B 1 | R x R  |
| 41. R x R     | R-B 1  |
| 42. Q-R 7     | K-B 2  |
| 43. R x P     | K-Kt 1 |

Another interesting move.

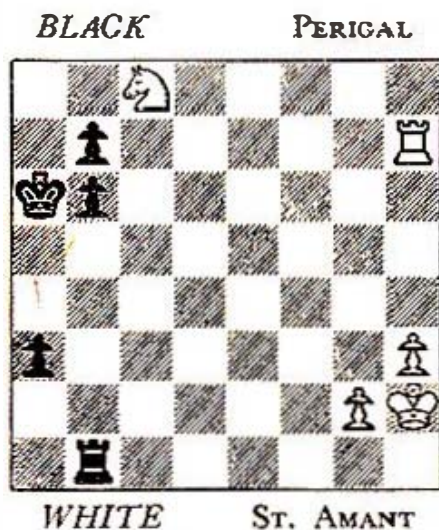
- |           |         |
|-----------|---------|
| 44. P-R 3 | Kt-Kt 4 |
|-----------|---------|

And this leads to an end-game of great difficulty.

- |               |          |
|---------------|----------|
| 45. R x Q     | Kt x Q   |
| 46. Kt-B 5    | R-B 2    |
| 47. R-K 8 ch  | K-R 2    |
| 48. Kt x Q P  | R-Q 2    |
| 49. Kt-B 8 ch | K-R 3    |
| 50. R-K 6     | R-Q 8 ch |
| 51. K-R 2     | R-Q Kt 8 |
| 52. R x P     | P-R 5    |

Black plays to win. The result is still in great doubt.

- |            |       |
|------------|-------|
| 53. R x Kt | P-R 6 |
|------------|-------|

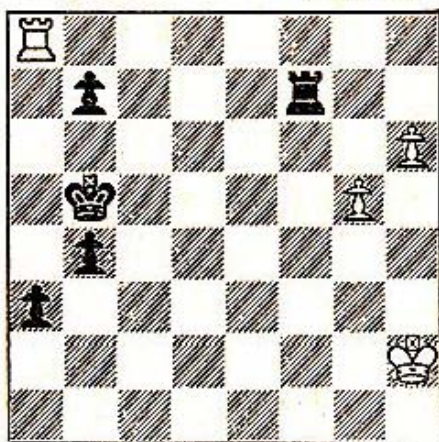


White to play

- |              |         |
|--------------|---------|
| 54. Kt-Q 6   | P-Kt 4  |
| 55. R-R 8    | P-Kt 5  |
| 56. R-R 8 ch | K-Kt 3  |
| 57. P-R 4    | R-Q B 8 |
| 58. P-R 5    | R-B 3   |
| 59. Kt-B 7   | R-B 3   |
| 60. P-R 6    | R x Kt  |
| 61. P-Kt 4   | K-Kt 4  |
| 62. P-Kt 5   |         |

BLACK

PERIGAL



WHITE

ST. AMANT

Black to play

- |            |          |
|------------|----------|
| 62. ...    | R-R 2    |
| 63. K-Kt 3 | K-B 5    |
| 64. K-Kt 4 | P-Kt 4   |
| 65. K-R 5  | P-Kt 6   |
| 66. P-Kt 6 | R-Q 2    |
| 67. P-Kt 7 | R-Q 4 ch |

Artful. This prevents P-Kt 8(Q) with a check.

- |                        |           |
|------------------------|-----------|
| 68. K-Kt 4             | P-Kt 7    |
| 69. P-Kt 8(Q)          | P-Kt 8(Q) |
| 70. R-B 8 ch           | K-Q 5     |
| 71. Q-Kt 7 ch and wins |           |

A very fine effort by both sides.

### GAME 55

Played at Milwaukee, 1937.

"Alekhine's Defence"

WHITE

A. POWERS

BLACK

A. W. DAKE

- |             |          |
|-------------|----------|
| 1. P-K 4    | Kt-K B 3 |
| 2. P-K 5    | Kt-Q 4   |
| 3. Kt-K B 3 | P-Q 3    |
| 4. B-B 4    | Kt-Kt 3  |
| 5. B x P ch |          |

An interesting sacrifice which is probably not sound.

- |               |         |
|---------------|---------|
| 5. ...        | K x B   |
| 6. Kt-Kt 5 ch | K-Kt 1  |
| 7. Q-B 3      | Q-K 1   |
| 8. P-K 6      | P-K R 3 |

A sad blunder. P-K Kt 3 was correct of course.

 $Q \times Q$ 

10.  $P \times Q$  mate

### Final Position

A. W. Dake



A. POWERS

## GAME 56

Played in 1907.

Remove White's Q Kt.

### "Centre Counter-Gambit"

# BLACK

N. N.

P-Q<sub>4</sub>

 $Q \times P$  $\tilde{B}-B_4$ 

**Q.K's ch**

 $Q \times B^P$ 

Black has done well. He has gained a P and forced an exchange of pawns. The subsequent play is remarkable.

 $B \times Q$ B-K<sub>5</sub>
$$K_t - Q \text{ В } 3$$

K-Q:

$$K_t - \tilde{K}_t$$

For the last 3 moves Black has been playing to cut off and win the Rook. Another exchange is now forced.

$$B \times P$$
 $\mathbb{R} \times \mathbb{R}$ 
$$K_t - Q_2$$

14. Castles

B×P

Otherwise the two united pawns will become very strong.

15. R-Q 1

Kt-B 3

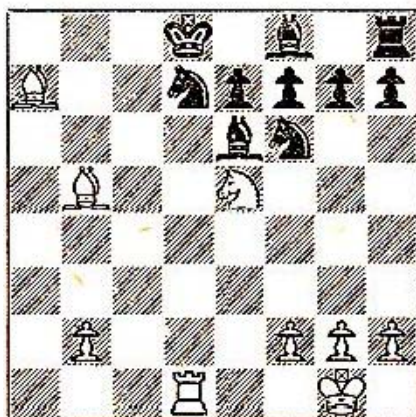
16. Kt-K 5

B-K 3

With a piece up and a lost position.

BLACK

N. N.



WHITE A. VON ROTHSCHILD

17. B-Kt 6 ch

K-B 1

If K-K 1, 18 R-B 1 wins at once.

18. B-R 6 ch

K-Kt 1

19. Kt-B 6 ch

K-R 1

20. R-R 1

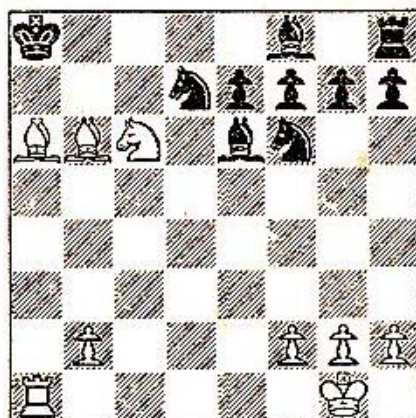
Resigns

A very strange position. The whole of the White force is concentrated on the Black King. There are very few examples of such endings. The whole ending was very well managed by White.

*Final Position*

BLACK

N. N.



WHITE A. VON ROTHSCHILD

Black resigns

# GAME 57

Played at Basingstoke in 1901.

"Centre Counter-Gambit"

WHITE

A. N. OTHER

1. P-K 4
2. P × P
3. B-Kt 5 ch
4. B-B 4

This does not turn out well. Better is 4 B × B ch.

4. . . .

A very good reply.

5. B-Kt 3
6. P-Q R 3
7. Kt-Q B 3
8. P × P
9. Kt-B 3
10. P-R 3

Weak. P-Q 4 is necessary.

10. . . .
11. Castles
12. B-R 2
13. Kt-Kt 1
14. P × P

White has made an excellent job of stalemating his Bishop.

15. Kt-B 3
16. Kt-K 1
17. P-Kt 3
18. K-R 2
19. P-Q 4
20. K-Kt 1

BLACK

DR. E. LASKER

- P-Q 4
- Kt-K B 3
- B-Q 2

P-Q Kt 4

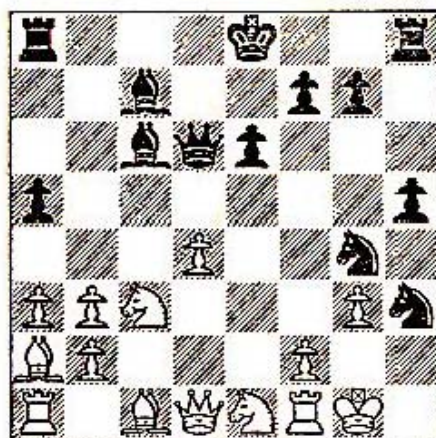
- P-Q R 4
- P-B 3
- Kt-R 3
- B × P
- P-K 3

- B-Q 3
- Kt-B 4
- P-Kt 5
- P-Kt 6
- Kt-Q 6

- B-B 2
- Q-Q 3
- Kt-B 5
- P-R 4
- Kt-Kt 5 ch
- Kt × P mate

Final Position

BLACK DR. B. LASKER



WHITE A. N. OTHER

# GAME 58

Played in 1939.

"Ruy Lopez"

WHITE DUBININ	BLACK BOTVINNIK
1. P-K 4	P-K 4
2. Kt-K B 3	Kt-Q B 3
3. B-Kt 5	P-Q R 3
4. B-R 4	Kt-B 3
5. Castles	B-K 2
6. R-K 1	P-Q Kt 4
7. B-Kt 3	P-Q 3
8. P-B 3	Castles
9. P-Q 3	Kt-Q R 4
10. B-B 2	P-B 4
11. Q Kt-Q 2	Q-B 2
12. Kt-B 1	P-R 3
13. P-K R 3	B-K 3
14. Kt-K 3	Q R-Q 1

The opening has followed routine moves and now becomes interesting. This threatens Kt-B 3 followed by P-Q 4.

15. Kt-B 5	B×Kt
16. P×B	Kt-B 3
17. P-Q 4	K P×P
18. P×P	P-Q 4
19. B-K 3	K R-K 1

The play has turned to Black's advantage. If 20 P×P, then P-Q 5 follows.

20. R-Q B 1	P-B 5
21. P-K Kt 4	Kt-K 5

A strong thrust. If 22 B×Kt, P×B; 23 Kt-R 2, Kt-Kt 5 followed by Kt-Q 6.

22. B-Kt 1	B-Q 3
23. Kt-R 4	B-B 5
24. Q-B 3	B-Kt 4

Another keen reply, for if 25 B×B, Kt×B; 26 R×R ch, R×R; 27 Q×P, Kt×P ch wins.

25. Kt-Kt 2	B×B
26. Q×B	R-K 2
27. Q-B 4	

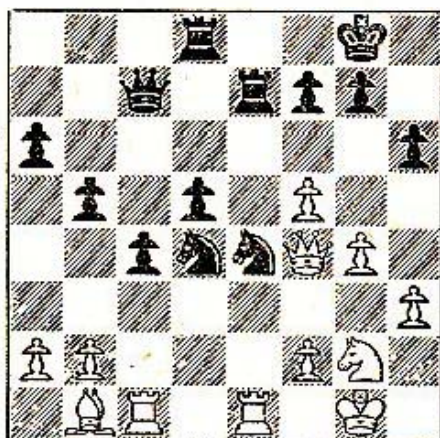
To meet the threat of Kt-Kt 4, but overlooking a beautiful Q sacrifice.

27. ...	Q Kt×P
28. Q×Q	Kt-B 6 ch
29. K-B 1	

If K-R 1, Kt×P mate.

Position after 27 ... , Q Kt x P

BLACK BOTVINNIK



WHITE DUBININ

White to play

29. ... Kt(K 5)-Q 7 mate  
A splendid mating position.

### GAME 59

From the Ostende Tournament, 1905.  
"Ruy Lopez"

WHITE  
G. MARCO

BLACK  
D. JANOWSKI

1. P-K 4
2. Kt-K B 3
3. B-Kt 5
4. B-R 4
5. Kt-B 3
6. P-Q 4

- P-K 4
- Kt-Q B 3
- P-Q R 3
- Kt-B 3
- P-Q 3
- Kt-Q 2

Tchigorin's Defence.

7. P x P
8. Q-Q 5

P x P

Winning a P but at some loss of position.

8. ...
9. B x Kt
10. Q x P
11. Kt-Q 5
12. Castles

- B-Q 3
- P x B
- R-Q Kt 1
- Castles

White fails to see what is coming.

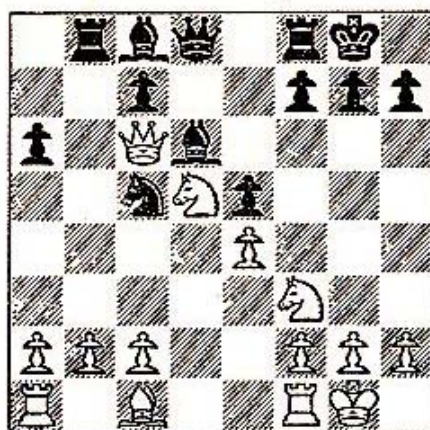
12. ...

Kt-B 4

This pretty move wins the Q whatever the reply.

BLACK

JANOWSKI



WHITE

MARCO

White to play

13. P-Q Kt 4

B-Kt 2

14. P×Kt

B×Q

15. P×B

P×P

And White resigned on the 27th move.

### GAME 60

Played in a Lightning Tournament in America in 1909 at the rate of ten seconds a move.

“Ruy Lopez”

WHITE  
J. R. CAPABLANCA

BLACK  
I. ROSENTHAL

1. P-K 4

P-K 4

2. Kt-K B 3

Kt-Q B 3

3. B-Kt 5

Kt-B 3

4. Castles

B-K 2

5. P-Q 3

P-Q 3

6. R-K 1

Castles

7. QKt-Q 2

B-Kt 5

8. P-B 3

K-R 1

Good enough for a lightning game, but a useless move.

9. Kt-B 1

Kt-K R 4

10. P-K R 3

B×Kt

If B-K 3, 11 Kt×P of course.

11. Q×B

Kt-B 3

P-K Kt 3 would be better.

12. P-K Kt 4

P-Q R 3

13. B-R 4

P-Q Kt 4

14. B-B 2
15. Kt-Kt 3
16. P×P
17. Kt-B 5
18. Kt×P

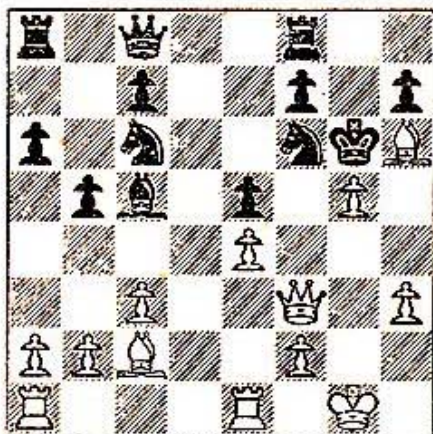
- P-Q 4
- P×P
- Q-B 1
- B-B 4

Very good indeed.

18. ...
19. B-R 6 ch
20. P-Kt 5

- K×Kt
- K-Kt 3

BLACK I. ROSENTHAL



WHITE J. R. CAPABLANCA

Black to play

20. ...

Kt-R 4

There is no way out. Kt×P could be answered by 21 Q-B 6 ch and Kt-Kt 1 allows mate in 7, as follows: 21 Q-B 5 ch, Q×Q; 22 P×Q ch, K-R 4; 23 B-Q 1 ch, K-R 5; 24 R-K 4 ch, K×P; 25 B-Kt 4 ch, K-R 5; 26 B-B 3 ch, K-R 6; 27 B-Kt 2 mate.

21. Q-B 5 ch

Q×Q

22. P×Q mate

### GAME 61

Played in the St. Petersburg Tournament, 1914.  
"Ruy Lopez"

WHITE  
BERNSTEIN

BLACK  
I. GUNSBURG

1. P-K 4
2. Kt-K B 3
3. B-Kt 5
4. B-R 4
5. Castles

- P-K 4
- Kt-Q B 3
- P-Q R 3
- Kt-B 3
- B-K 2

- |            |       |
|------------|-------|
| 6. R-K 1   | P-Q 3 |
| 7. B×Kt ch | P×B   |
| 8. P-Q 4   | P×P   |

Tchigorin's move Kt-Q 2 is better.

- |              |         |
|--------------|---------|
| 9. Kt×P      | B-Q 2   |
| 10. Kt-Q B 3 | Castles |
| 11. B-Kt 5   | Kt-K 1  |
| 12. B×B      | Q×B     |
| 13. Q-Q 3    | Q-K 4   |

The Q starts on an adventure which 8 moves later results in her loss.

- |            |         |
|------------|---------|
| 14. QR-Q 1 | Q-Q B 4 |
| 15. P-K 5  | P-Q 4   |

This leaves the Kt without a flight square. There was nothing better than P×P; 16 Kt-Kt 3, Q-Q 3; 17 Q-Kt 3, Q-K 2; 18 R×P, B-K 3; 19 Kt-B 5.

- |             |        |
|-------------|--------|
| 16. Kt-Kt 3 | Q-Kt 5 |
| 17. P-Q R 3 | Q-Kt 5 |
| 18. Q-K 3   | P-Kt 3 |
| 19. R-Q 4   |        |

The net tightens.

- |              |       |
|--------------|-------|
| 19. ...      | Q-B 4 |
| 20. Kt-B 5   | B-K 3 |
| 21. P-K Kt 4 |       |

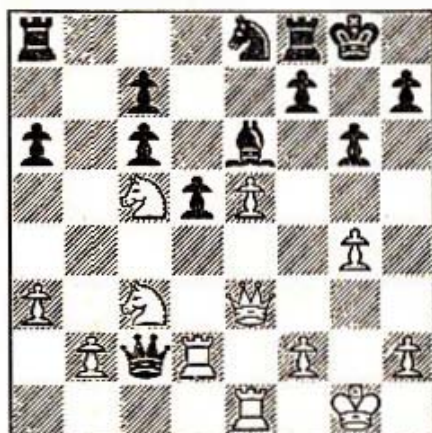
And now there is no escape.

- |           |         |
|-----------|---------|
| 21. ...   | Q×B P   |
| 22. R-Q 2 | Resigns |

A curious finish with nearly a board full of pieces.

*Final Position*

**BLACK** I. GUNSBERG



**WHITE** BERNSTEIN

Black resigns

# GAME 62

Played at Breslau in 1859.

"Ruy Lopez"

WHITE  
A. ANDERSSEN

BLACK  
MAX LANGE

1. P-K 4
2. Kt-K B 3
3. B-Kt 5
4. Kt×Kt
5. B-B 4
6. P-K 5
7. B-Kt 3

- P-K 4
- Kt-Q B 3
- Kt-Q 5
- P×Kt
- Kt-B 3
- P-Q 4
- B-K Kt 5

The start of one of the finest combinations on record.

8. P-B 3
9. Castles

- Kt-K 5

If 9 P×B, Q-R 5 ch; 10 P-Kt 3, Kt×Kt P with a winning advantage.

9. . . .

- P-Q 6

With great pressure.

10. P×B
11. K-R 1

- B-B 4 ch
- Kt-Kt 6 ch

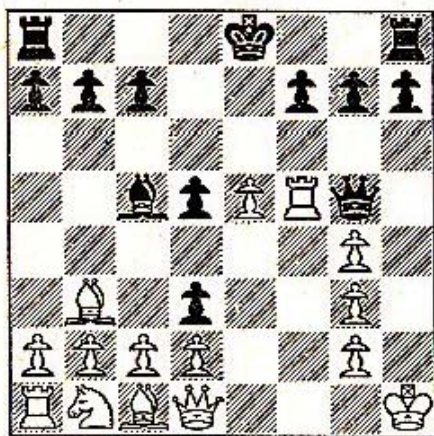
Instead of winning the exchange by Kt-B 7 ch, Lange carries out an eleven-move mate in splendid style.

12. P×Kt
13. R-B 5

- Q-Kt 4

The only move.

BLACK MAX LANGE



WHITE A. ANDERSSEN

Black to play

13. . . .

- P-K R 4

A bolt from the blue. If 14 R×Q, P×P ch and mates next move. White's moves are all forced.

14. P×P

- Q×R

15. P-Kt 4

- Q-B 7

Another way of getting in.

16. P-Kt 3

Q×Kt P

17. Q-B 1  
Resigns

Q×Kt P

White is reduced to 18 Q×P ch, K×Q; 19 B×P ch, K-K 2; 20 B-Kt 2, Q-R 5 ch; 21 B-R 3, Q×B mate.

### GAME 63

Played in the British Championship at Edinburgh, 1920.

"Ruy Lopez"

WHITE

P. WENMAN

1. P-K 4
2. Kt-K B 3
3. B-Kt 5
4. B-R 4
5. P-Q 3

Considered superior to B-B 4.

6. P-B 4

The Duras Variation with a view to preventing P-Q 4. It is now out of date.

6. ...

7. Kt-B 3

7 P-K R 3 is probably better.

7. ...

8. P-K R 3

9. B-K 3

10. B×Kt

BLACK

W. GIBSON

P-K 4

Kt-Q B 3

P-Q R 3

Kt-B 3

P-Q 3

P-K Kt 3

B-Kt 2

Castles

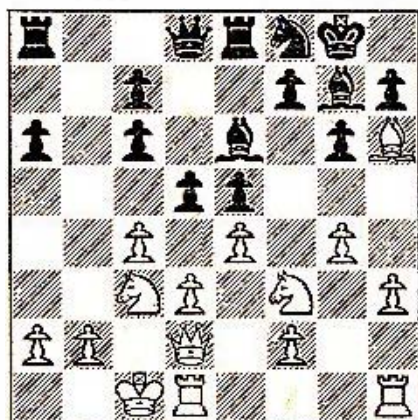
Kt-Q 2

P×B

Position after 14 ... , P-Q 4

BLACK

W. GIBSON



WHITE

P. WENMAN

White to play

11. P-K Kt4
12. Q-Q 2
13. Castles Q R
14. B-R6

- R-K 1
- Kt-B 1
- B-K 3
- P-Q 4

But he plays it after all and offers a pawn into the bargain. The combination is a clever one.

15. B×B
16. Kt×K P

- K×B
- Q-Q 3

The reply White expected. If 17 Kt-B 3, P×B P; 18 P×P, B×B P; or 17 P-B 4, P-B 3, followed by P×B P as before.

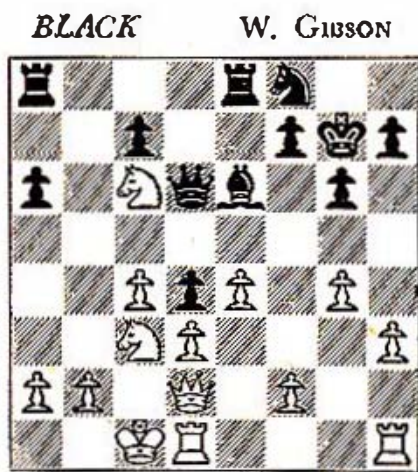
17. Kt×Q B P

The intention, but Gibson has a very strong reply.

17. ...

- P-Q 5

Winning a piece for three pawns.



WHITE                      P. WENMAN

White to play

18. Kt-K 2
19. Kt×P

- Q×Kt

The pawns in this position are not value for the piece.

19. ...
20. Q-B 3

- Q-R 5

Threatening mate in two.

20. ...
21. K-Kt 1
22. Kt-B 5

- K-Kt 1
- P-QB 4
- B×Kt

Not P×Kt because of 23 KtP×P, B-Q 2; 24 QR-Kt 1 ch, Kt Kt 3; 25 P×Kt and the advance of the K R P wins.

White still has good chances of attack.

23. KtP×B
24. QR-Kt 1

- Q-Q 2
- QR-Q 1

Fine play, concentrating on the weak Q P.

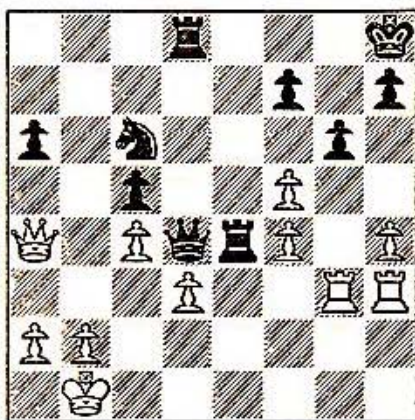
- |             |                   |
|-------------|-------------------|
| 25. R-Kt 3  | Q-Q <sub>5</sub>  |
| 26. Q-B 2   | Kt-Q <sub>2</sub> |
| 27. P-K R 4 | Kt-K 4            |
| 28. K R-R 3 | K-R 1             |
| 29. P-B 4   | Kt-B 3            |
| 30. Q-R 4   |                   |

With the intention of picking up another pawn, but it loses. 30 P-R 3 might still have saved the situation.

30. . . . R x P

A splendid double sacrifice which wins against any play.

BLACK W. GIBSON



WHITE P. WENMAN

White to play

If 31 P x R, Q x P ch; 32 K-B 1 (32 Q-B 2, R-Q 8 mate), Q-K 8 ch; 33 K-B 2, Kt-Q 5 ch; 34 K-Q 3, Kt-Kt 4 ch; 35 K-B 2, Q-Q 8 mate. Or if 32 R-Q 3, Kt-Kt 5 wins.

- |            |          |
|------------|----------|
| 31. Q x Kt | R-K 8 ch |
| 32. K-B 2  | R-K 7 ch |
| 33. K-Q 1  | Q x Kt P |

Resigns

This game is a fine example of the late Mr. Gibson's style of play.

## GAME 64

Played in the St. Petersburg Tournament, 1914.  
"Ruy Lopez"

WHITE  
DR. E. LASKER

1. P-K 4
2. Kt-K B 3
3. B-Kt 5

BLACK  
I. GUNSBURG

- P-K 4
- Kt-Q B 3
- P-Q R 3

4. B-R 4
5. Castles
6. R-K 1
7. P-B 3
8. P-Q 4
9. Q-Kt-Q 2
10. B-Kt 3
11. P×P
12. Kt-B 1
13. P-K 5
14. Kt-K 3

- Kt-B 3
- P-Q 3
- B-Q 2
- B-K 2
- Castles
- P-Q Kt 4
- P×P
- B-Kt 5
- P-Q 4
- Kt-K 5
- B-K 3

Time has been lost with this Bishop.

15. Q-B 2

Setting a very clever trap into which Black falls.

15. ...

- Kt-Kt 5

16. Q-Kt 1

- P-K B 4

A mistake. P-QR 4 was necessary, or P-QB 4 was playable.

17. P-QR 3

Now the trap works and Black's game falls to pieces.

### BLACK I. GUNSBURG



### WHITE DR. E. LASKER

Black to play

17. ...

- Kt-QB 3

18. Q-R 2

The move that Black completely overlooked, and which Lasker intended when he played 15 Q-B 2.

18. ...

- Kt-Kt 4

19. Kt×Kt

- B×Kt

20. B×P

- B×B

21. Kt×B

- K-R 1

22. P-B 4

- B-R 5

23. R-Q 1

- Q-K 1

Intending Q-R 4, but the case is hopeless.

24. B-K 3  
25. Kt×P

R-Q 1  
Resigns

Because Kt-K 6 gaining the exchange follows. A bright interesting game.

### GAME 65

Played in a match at Bath in 1937.

"Sicilian Defence"

WHITE

P. WENMAN

1. P-K 4  
2. P-K B 4

A very old variation of the Sicilian.

2. ...  
3. Kt-K B 3  
4. Kt-B 3

Leading to an interesting game.

5. P-K 5  
6. P-Q 4  
7. P×Kt  
8. B-K 3

Black could have closed the Q side with P-B 5.

9. P×P  
10. P-B 3

9 B-Kt 5 ch would have been answered by 10 K-B 2.

10. ...  
11. B-Q 3  
12. Q-B 2  
13. P-K R 4

Starting a strong K side attack.

13. ...  
14. Kt-Kt 5

Intending to sacrifice a piece after 14 P-K R 3 by 15 Kt×BP, K×Kt; 16 B×P ch, K-Kt 2; 17 B-R 5 with good prospects.

14. ...  
15. R P×B  
16. K-B 2  
17. R-R 6

With the forced gain of a P in a few moves.

17. ...  
18. QR-R 1  
19. P-Kt 4  
20. B-B 1  
21. P-B 5

BLACK

REV. E. W. POYNTON, M.A.

P-Q B 4

P-K 3  
Kt-Q B 3  
Kt-B 3

Kt-Q 4  
Kt×Kt  
P-Q 4  
P×P

P-Q Kt 3

B-K 2  
Q-B 2  
P-Kt 3

B-Q 2

B×Kt  
Castles QR  
Kt-R 4

QR-Kt 1  
R-Kt 2  
Kt-B 5  
Q-Q 1

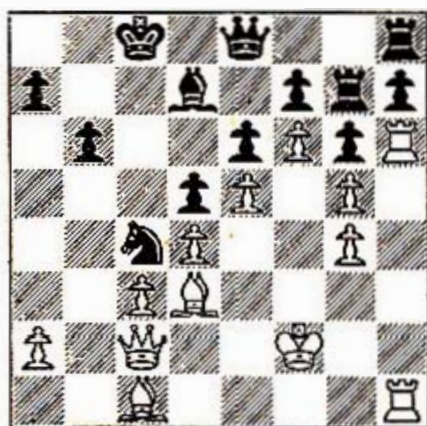
Threatening 22 P×Kt P, B P×P; 23 B×P, R×B; 24 Q×R, P×Q, 25 R×R and wins.

21. ...  
22. P-B 6

Q-K 1

Now the P is won, but great difficulties follow.

BLACK REV. POYNTON



WHITE P. WENMAN

Black to play

22. ...

R(Kt 2)-Kt 1

23. K-Kt 1

K-Kt 1

24. R x R P

R x R

25. R x R

B-B 3

26. Q-R 2

Q-K B 1

27. Q-R 6

B-K 1

Black is secure on the K side and there is no possible entry for White although a pawn up.

28. K-B 2

P-Kt 4

29. K-Kt 3

P-R 3

30. Q x Q

White cannot do better than reduce the position to a R and P ending and try for a win on the Q side.

30. ...

R x Q

31. B x Kt

Kt P x B

32. B-R 3

R-Kt 1

But with Bishops of different colour the difficulties only seem to increase.

33. K-B 2

K-Kt 2

34. K-K 2

P-R 4

35. B-K 7

P-R 5

This is a mistake because later on it lets the K in at Kt 4. By keeping the P on R 4 Black could probably have secured a draw.

36. K-Q 2

K-R 3

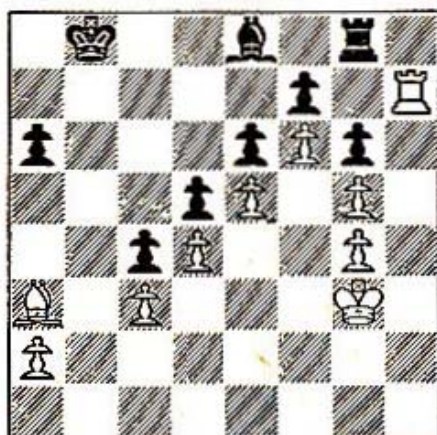
37. K-B 2

K-Kt 2

K-Kt 4 gave better prospects, although the R could play round to Q Kt 1. The position of the Black R is very curious.

*Position after 32 ... , R-Kt 1*

**BLACK** REV. POYNTON



**WHITE** P. WENMAN

White to play

38. K-Kt 2

K-B 1

39. K-R 3

K-Kt 2

40. K-Kt 4

K-Kt 3

41. B-Q 6

Now the White K comes right into the game.

41. ...

K-R 3

42. K-B 5

K-R 2

43. B-K 7

K-Kt 2

44. K-Q 6

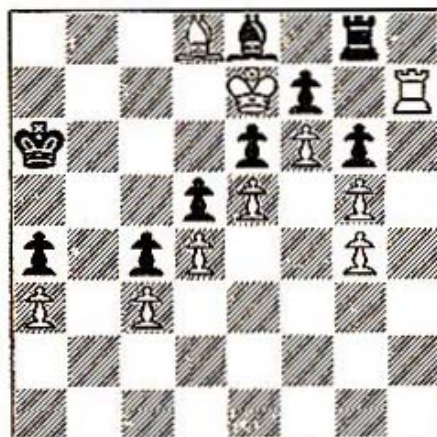
K-B 1

45. P-R 3

The waiting move is just right.

*Position after 47 K-K 7*

**BLACK** REV. POYNTON



**WHITE** P. WENMAN

Black to play

45. ...

K-Kt 2

46. B-Q 8

K-R 3

47. K-K 7

Now R×P cannot be prevented and the game is won. The White K has made an unusually long tour from K Kt 1 via K Kt 3 to K B 7, thirteen moves in all.

47. ...

K-Kt 2

48. B-R 5

K-R 3

49. B-Kt 4

K-Kt 4

50. R×P

K-B 3

51. R-B 8

Resigns

### GAME 66

Played in the Bristol Club Championship, 1940.  
"Sicilian Defence"

WHITE  
C. WELCH

BLACK  
N. N.

1. P-K 4

P-Q B 4

2. Kt-K B 3

Kt-Q B 3

3. P-Q 4

P×P

4. Kt×P

Kt×Kt

5. Q×Kt

Kt-B 3

● obviously a wrong move. The Kt must retire again.

6. P-K 5

Q-R 4 ch

Hoping for 7 P-Q Kt 4 or 7 B-Q 2, to which the reply would be Q-Q 4.

7. P-B 3

Kt-Kt 1

8. B-K 3

P-K 3

Position after 10 . . . , Q-Q 4

BLACK

N. N.



WHITE

C. WELCH

White to play

9. Kt-Q 2

Kt-K 2

Black already has a lost game, for if B-B 4, 10 Q-K Kt 4 wins. The text-move allows a neat finish.

10. Kt-B 4

Q-Q 4

Allows mate in three or loss of the Q.

11. Kt-Q 6 ch

K-Q 1

12. Q-Kt 6 ch

P×Q

13. B×P mate

## GAME 67

Played in a tournament at Birmingham.

“Sicilian Defence”

WHITE

J. MIESES

BLACK

B. H. WOOD

1. P-K 4

P-Q B 4

2. Kt-Q B 3

Kt-Q B 3

3. P-K Kt 3

P-K Kt 3

4. B-Kt 2

B-Kt 2

5. K Kt-K 2

P-K 3

6. P-Q 3

K Kt-K 2

7. B-B 4

P-Q 4

8. Castles

P-Q 5

9. Kt-R 4

P-K 4

Black has done well out of the opening play.

10. B-Q 2

Q-Q 3

11. P-Kt 3

To meet the threat of P-Q Kt 4.

11. ...

B-Kt 5

12. P-K B 3

B-K 3

13. Kt-Kt 2

P-Q Kt 4

14. P-Q R 4

P-Kt 5

15. Kt-B 4

B×Kt

16. Kt P×B

Castles Q R

The position has become one full of interest.

17. P-R 5

P-Q R 3

18. P-B 4

P-B 3

19. Kt-B 1

Q R-B 1

20. Kt-Kt 3

P-R 4

21. P-R 4

K-B 2

22. R-Kt 1

B-R 3

23. R-B 2

Kt-K Kt 1

24. Q-K 2

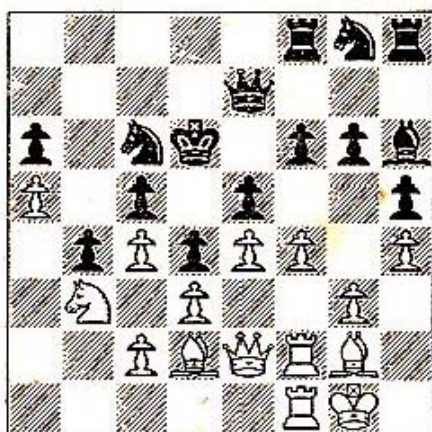
Q-K 2

25. QR-K B 1

K-Q 3

The play enters a critical stage.

BLACK B. H. Wood



WHITE J. MIESES

White to play

26. P x P

White breaks up the game and makes an ingenious sacrifice.

26. ...

Kt x P

27. Kt x Q P

B x B

This is, of course, necessary before P x Kt.

28. Q x B

P x Kt

29. Q x P ch

K-K 3

The K has plenty of room to escape.

30. P-B 5

K-B 2

31. Q x P

R-Q 1

32. Q-Kt 4

Kt-Kt 5

This strong move brings the White K into danger.

33. R-K 2

Q-K 4

34. R-B 3

Kt-K 2

35. P-B 3

R-Q Kt 1

36. Q-B 4 ch

Q-K 3

37. Q x Q ch

K x Q

38. R-B 1

R-Kt 6

39. P-Q 4

K R-Q Kt 1

40. P-Q 5 ch

K-K 4

The position is going against White who now brings off an ingenious draw with the sacrifice of a Rook.

41. R-B 5 ch

P x R

41. ...

Kt x R leads to the same result.

42. P x P ch

K x P

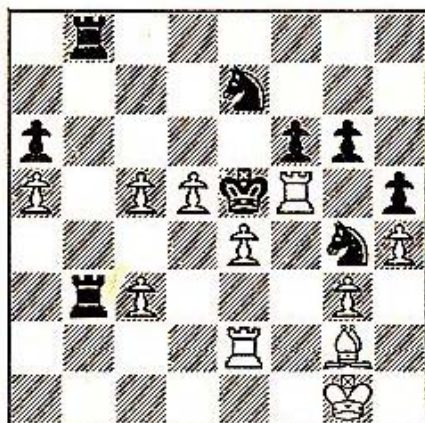
43. B-K 4 ch

K-K 4

44. B-Kt 2 ch

K-B 4

Position after 41 R-B 5 ch  
**BLACK** B. H. WOOD



**WHITE** J. MIESES  
 Black to play

45. B-K 4 ch

K-K 4

46. B-Kt 2 ch

Drawn

Kt-K 6 will lose by 47 R x Kt ch, K-B 4; 48 R x Kt, R x P; 49 B-K 4 ch, K-Kt 5; 50 R-Kt 7 ch, etc. A pretty ending.

### GAME 68

Played in 1901.

“Sicilian Defence”

**WHITE**

C. RUCK

DR. DYCKHOFF

1. P-K 4

2. Kt-K B 3

3. Kt-B 3

4. P-Q 4

A mistake. P-Q 5 should not be allowed.

5. P-Q 5

If P x P; 6 P x P, Kt-Q R 4; 7 P-Q 6.

6. P-Q 6

P-K Kt 3 was better.

7. P-K 5

8. B-Q 3

P-K Kt 3 was still correct.

9. B-K 3

A good move to induce P-Q Kt 3, stalemating the Queen.

9. ...

10. Kt-Q 5

A winning sacrifice. The Kt must be taken.

**BLACK**

G. ERNST

H. STARFLINGER

P-Q B 4

Kt-Q B 3

P-K 3

Kt-B 3

Kt-Q Kt 1

P-K R 3

Kt-R 2

P-B 4

P-Q Kt 3

BLACK G. ERNST  
H. STARFLINGER



WHITE C. RUCK  
DR. DYCKHOFF  
Black to play

10. ... P×Kt  
11. K B×P B×P

There is nothing else, for if K-B 2, 12 Q×P ch and mates next move.  
A clever finish.

12. Q×P Resigns

### GAME 69

Played at Texas, 1941.

“Sicilian Defence”

WHITE  
I. HOROWITZ

BLACK  
H. MIKOPOULOS

1. P-K 4  
2. P-Q 4  
3. Kt-K B 3

P-Q B 4  
P×P  
P-K 4

An old move. Of course if 4 Kt×K P, Q-R 4 ch.

4. P-B 3  
5. P×P  
6. Kt-B 3  
7. Kt×P  
8. Kt×Kt  
9. B-Q 3  
10. P×P  
11. Castles  
12. P×Kt  
13. B-R 3

Kt-Q B 3  
B-Kt 5 ch  
P×P  
Kt-B 3  
Kt P×Kt  
P-Q 4  
Kt×P  
Kt×Kt  
B×P

The game is now concluded by some very brilliant play.

13. ... B×R

14. Q-K 2 ch

A neat way of capturing the Bishop.

14. ... B-K 3

15. R×B Q-R 4

16. Q-Kt 2

Very strong indeed, threatening both Q-Kt 7 and Q×P. Black must castle.

16. ... Castles

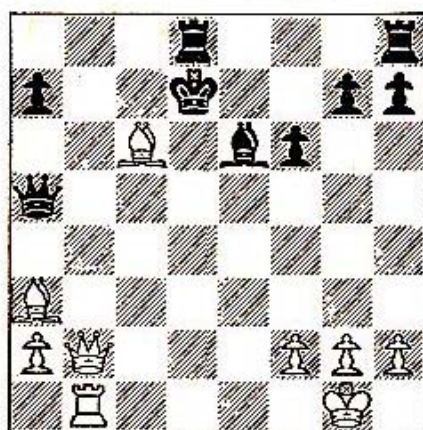
17. R-Kt 1 K-Q 2

18. B-K 4 P-B 3

19. B×P ch

A smart finish to a very bright game.

**BLACK** HRISIKOPOULOS



**WHITE** I. HOROWITZ

Black to play

19. ... K×B

20. Q-Kt 7 mate

## GAME 70

Played in the Munich Tournament in 1900.

"Sicilian Defence"

**WHITE**  
J. W. SHOWALTER

1. P-K 4

2. Kt-K B 3

3. P-Q 4

4. Kt×P

5. Kt-Q B 3

6. Kt×Kt

7. P-K 5

**BLACK**  
J. MIESES

P-Q B 4

P-K 3

P×P

Kt-Q B 3

Kt-B 3

Kt P×Kt

Kt-Q 4

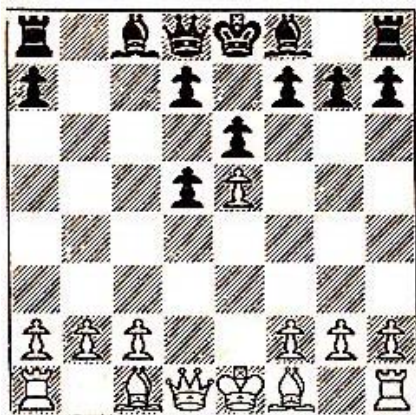
8. Kt×Kt

Kt P×Kt

A highly interesting situation in the centre has already arisen.

BLACK

J. MIESES



WHITE J. W. SHOWALTER

White to play

- |                 |       |
|-----------------|-------|
| 9. B-Q 3        | P-Q 3 |
| 10. B-K B 4     | Q-B 2 |
| 11. Q-K 2       | B-Q 2 |
| 12. Castles K R | P×P   |
| 13. B×K P       | B-Q 3 |

A fine move in Mises's usual style.

14. B×Kt P

Risky. The simple 14 B×B was better.

- |           |          |
|-----------|----------|
| 14. ...   | R-K Kt 1 |
| 15. B-B 6 | B×P ch   |
| 16. K-R 1 | Q-B 5    |
| 17. Q-R 5 |          |

This is the move White depended upon.

- |              |          |
|--------------|----------|
| 17. ...      | Q×B      |
| 18. Q×B      | R-Kt 5   |
| 19. P-K Kt 3 | K-K 2    |
| 20. P-K B 3  | R-Kt 4   |
| 21. P-K B 4  | R-Kt 5   |
| 22. P-B 3    | QR-KKt 1 |
| 23. R-B 3    | B-B 3    |

Exerting great pressure on White's position.

- |             |         |
|-------------|---------|
| 24. R-K 1   | P-K R 4 |
| 25. Q-K B 2 | K-Q 1   |

A clever dodging move to induce Q×P.

26. Q×P

White falls into it because he expects P-R 5 when he would obtain a draw by perpetual check by 27 Q-Kt 8 ch, K-K 2; 28 Q-R 3 ch, etc.

26. ...

Q-R 5 ch

But he overlooked this brilliant stroke and had to resign at once.

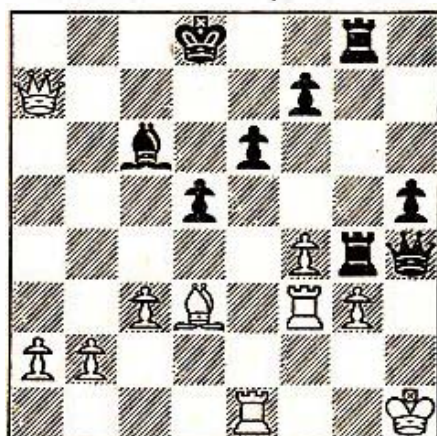
Resigns

If 27  $P \times Q$  it is mate in two, and 27  $K-Kt 2$  loses at once by  $R \times P$  ch.

*Final Position*

*BLACK*

*J. MIESES*



*WHITE J. W. SHOWALTER*

White resigns

### GAME 71

Played in the British Championship at Southport in 1905.  
"Sicilian Defence"

WHITE  
SHERRARD

BLACK  
H. W. SHOOSMITH

1.  $P-K 4$
2.  $Kt-K B 3$
3.  $P-Q 4$
4.  $Kt \times P$
5.  $Kt-QB 3$
6.  $P-Q R 3$
7.  $B-Q 3$
8.  $B-K 3$
9. Castles
10.  $Q-K 2$
11.  $P-B 4$

- $P-Q B 4$
- $P-K 3$
- $P \times P$
- $P-Q R 3$
- $Q-B 2$
- $Kt-K B 3$
- $Kt-B 3$
- $P-Q Kt 4$
- $B-Kt 2$
- $B-K 2$

The start of a very well-conducted attack.

11. ...
12.  $QR-Q 1$
13.  $K-R 1$

- $P-Q 3$
- Castles  $K R$

A nice precaution in such positions.

13. ...
14.  $B \times Kt$

- $Kt \times Kt$
- $P-K 4$

15. B-K 3  
 16. Q-B 3  
 17. P×P  
 18. B-Kt 5  
 19. Q-R 3  
 20. Kt-Q 5  
 21. B-K 2  
 22. B-R 5  
 23. Q-K Kt 3

K R-K 1  
 B-K B 1  
 P×P  
 R-K 3  
 Kt-K 1  
 Q-B 3  
 Kt-Q 3  
 B-B 1  
 R-R 2

If Kt×P; 24 B×P ch, K-R 1; 25 Q-Kt 4, Kt×B; 26 Q×Kt wins.

24. Kt-B 6 ch  
 25. B-R 6

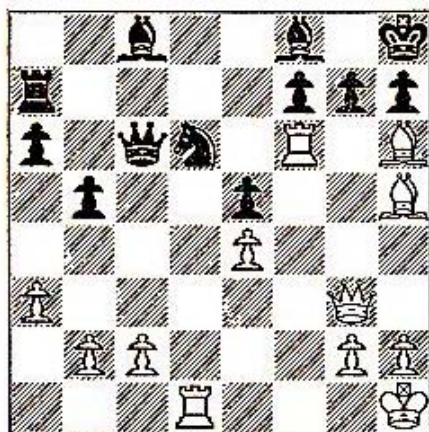
K-R 1

A delightful position. Black makes a combination to escape the pressure, but there is a flaw in it.

25. ...  
 26. R×R

R×Kt

BLACK H. W. SHOOSMITH



WHITE SHERRARD

Black to play

26. ...  
 27. Q×P ch  
 28. R-Q 8 ch

Kt×P  
 B×Q  
 Resigns

## GAME 72

Played in the Championship match in 1907.

"French Defence"

WHITE  
 DR. E. LASKER

BLACK  
 F. J. MARSHALL

1. P-K 4  
 2. P-Q 4

P-K 3  
 P-Q 4

3. Kt-QB 3

Kt-K B 3

4. B-Q 3

Many of the games in this match opened with these moves.

4. ...

P-B 4

5. Kt-B 3

P x K P

6. Kt x P

P x P

7. Kt x Kt ch

P x Kt

8. Kt x P

B-Q 2

9. B-K 3

Kt-B 3

10. B-K 4

Q-R 4 ch

11. P-B 3

R-B 1

12. Castles

R-K Kt 1

With this move Black starts a lively attack.

13. R-K 1

The P might have been captured at once.

13. ...

Kt-K 4

14. B x R P

R-K R 1

With the gain of the open file.

15. B-K 4

Q-B 2

16. B-B 4

B-Q 3

17. B-Kt 3

Kt-B 5

18. Q-B 3

White has obtained the mastery of the position.

18. ...

B x B

19. B P x B

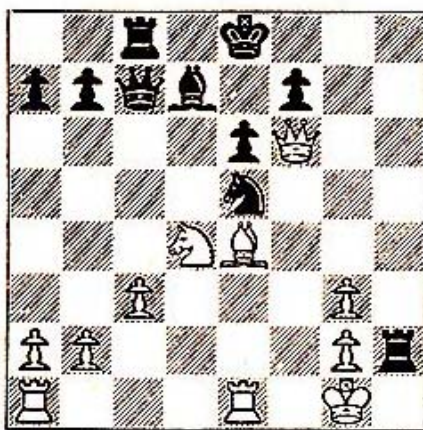
Kt-K 4

20. Q x P

R x P

Very pretty but quite unsound.

BLACK F. J. MARSHALL



WHITE DR. E. LASKER

White to play

21. B-B 5

This simple move wins a piece and kills the combination.

21. ...

R-R 4

22. R×Kt
23. Q×Qch
24. P-K Kt 4
25. Kt-B 3
26. B-Q 3 and wins

Q Q 1  
K×Q  
R-Kt 4  
R-Kt 2

### GAME 73

Played in the B.C.F. Tournament at Yarmouth.  
"French Defence"

WHITE  
L. PRINS

BLACK  
IVANOFF

1. P-K 4
2. P-Q B 4
3. Kt-Q B 3
4. P-Q 4
5. Kt×P
6. B-Q 2

P-K 3  
P-Q B 3  
P-Q 4  
P×K P  
B-Kt 5 ch

A good sacrifice of a P which should have been refused.

6. ...
7. B×B
8. B-K 2
9. B-Q 6

Q×P  
Q×Ktch  
Kt-Q R 3

This may almost be said to be a winning move in such a position.

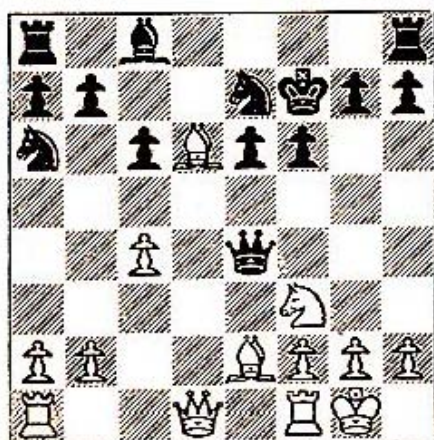
9. ...
10. Kt-B 3
11. Castles

Kt-K 2  
P-B 3  
K-B 2

This brings the game to an abrupt termination by losing the Queen.

BLACK

IVANOFF



WHITE

L. PRINS

White to play

12. B-Q 3

Resigns

For if Q-Kt 5, of course 13 Kt-K 5 ch.

# GAME 74

Played in the Carlsbad Tournament, 1911.  
"French Defence"

WHITE  
A. NIEMZOWITCH

1. P-K 4
2. P-Q 4
3. Kt-QB 3
4. P×P

An unusual move at this stage.

5. Kt-B 3
6. Kt×Kt
7. B-K 3
8. Kt×P
9. B-K 2

Black grabs at the Kt P with the usual result.

10. B-B 3
11. Q-Q 2
12. Castles Q R

This sacrifice leads to one of the most brilliant finishes on record.

12. ...
13. B×Q P
14. B-B 6

A real problem move.

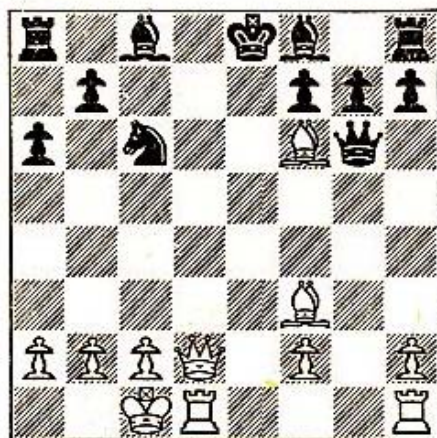
BLACK  
S. ALAPIN

- P-K 3
- P-Q 4
- Kt-K B 3
- Kt×P

- P-QB 4
- Q×Kt
- P×P
- P-Q R 3
- Q×Kt P
- Q-Kt 3
- P-K 4

- P×Kt
- Kt-B 3

BLACK S. ALAPIN



WHITE A. NIEMZOWITCH

Black to play

14. ...
15. K R-K 1 ch
- If B-K 3; 16 B×Kt ch, P×B; 17 Q-Q 7 mate.
16. B×Kt ch

- Q×B
- B-K 2
- K-B 1

If  $P \times B$ ; 17  $Q-Q$  8 mate. Or  $B-Q$  2; 17  $Q \times B$  ch,  $K-B$  1; 18  $Q-Q$  8 ch,  $R \times R$ ; 19  $R \times R$  ch;  $B \times R$ ; 20  $R-K$  8 mate.  
 17.  $Q-Q$  8 ch  $B \times Q$   
 18.  $R-K$  8 mate

## GAME 75

Played in the Carlsbad Tournament in 1923.

"French Defence"

WHITE  
SIR G. A. THOMAS

BLACK  
DR. S. TARRASCH

1.  $P-K$  4
2.  $P-Q$  4
3.  $Kt-QB$  3
4.  $B-Kt$  5
5.  $P-K$  5
6.  $B-Q$  2

- $P-K$  3
- $P-Q$  4
- $Kt-K$  B 3
- $B-Kt$  5
- $P-K$  R 3

6  $P \times Kt$ ,  $P \times B$ ; 7  $P \times P$ ,  $R-Kt$  1; 8  $Q-R$  5 also leads to an interesting game.

6. ...
7.  $P \times B$
8.  $Q-Kt$  4
9.  $P-K$  R 4
10.  $R-R$  3

- $B \times Kt$
- $Kt-K$  5
- $K-B$  1
- $P-QB$  4

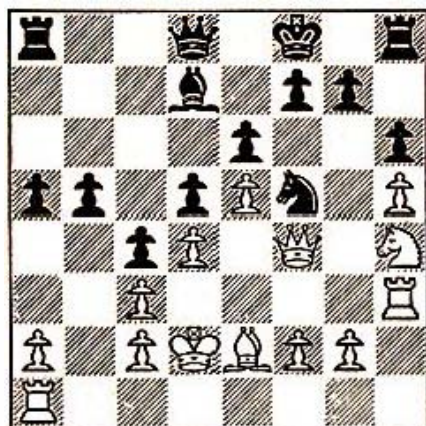
A usual move in such positions.

10. ...
11.  $B-Q$  3
12.  $K \times Kt$
13.  $B-K$  2

- $Kt-QB$  3
- $Kt \times B$
- $P-B$  5
- $Kt-K$  2

Position after 17 ... ,  $Kt-B$  4

BLACK DR. S. TARRASCH



WHITE SIR G. A. THOMAS

White to play

14. Kt-B 3	B-Q 2
15. Q-B 4	P-Q Kt 4
16. P-R 5	P-R 4
17. Kt-R 4	Kt-B 4

This strong reply causes White to lose two moves. A long and interesting fight is now in prospect.

18. Kt-B 3	P-Kt 5
19. P-Kt 4	P x P ch
20. K-Q 1	

20 K x P would be met by R-Q Kt 1 followed by Q-Kt 3.

20. ...	Kt-K 2
21. Q-K 3	Q-Kt 3
22. Q x B P	Kt-B 3
23. K-Q 2	K-K 2
24. K R-R 1	Q-Kt 5
25. QR-Q Kt 1	Q x Q ch
26. K x Q	QR-Q Kt 1

Black enters on the end game with some advantage.

27. Kt-R 4

A useless move with the Kt, it just returns again.

27. ...	Kt-R 2
28. Kt-B 3	Kt-Kt 4 ch
29. K-Q 2	Kt-R 6
30. R x R	R x R
31. R-R 1	

A peculiar defence and a good one.

31. ...	B-R 5
32. Kt-K 1	P-B 3
33. P-B 4	P x P
34. B P x P	R-K B 1
35. R-B 1	R-B 5
36. P-B 3	R-B 7
37. Kt-B 3	B-B 7
38. K-K 3	R-Kt 7
39. Kt-K 1	R-Kt 6 ch
40. K-B 2	

A serious mistake. 40 B-B 3 would have won for White here.

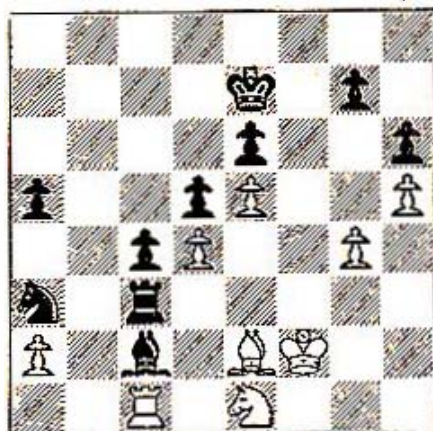
40. ...	R x B P
---------	---------

The P can be safely captured.

41. B-Q 1	B x B
42. R x R	Kt-Kt 4
43. R-K Kt 3	Kt x P
44. P-Kt 5	B x P
45. P x P	P x P
46. R-K R 3	B-Q 8
47. R x P	Kt-B 3
48. R-R 7 ch	K-Q 1
49. K-K 3	Kt x P

Position after 40... R x B P

BLACK DR. S. TARRASCH



WHITE SIR G. A. THOMAS

White to play

- |               |           |
|---------------|-----------|
| 50. K-Q 2     | B-R 5     |
| 51. K-B 3     | B-Q 2     |
| 52. K-Q 4     | Kt-B 3 ch |
| 53. K-B 5     | K-B 2     |
| 54. Kt-B 3    | P-B 6     |
| 55. Kt-Q 4    | Kt x Kt   |
| 56. K x Kt    | P-B 7     |
| 57. R-R 1     | B-K 1     |
| 58. R-Q B 1   | B-Kt 3    |
| 59. K-B 5     | K-Q 2     |
| 60. P-R 4     | K-K 2     |
| 61. K-Q 4     | K-Q 3     |
| 62. K-B 3     | K-B 4     |
| 63. R-K 1     | B-K 5     |
| 64. R-K Kt 1  | P-Q 5 ch  |
| 65. K-Q 2     | B-B 4     |
| 66. R-Kt 8    | K-Kt 5    |
| 67. R-K R 8   | P-Q 6     |
| 68. R-R 4 ch  | K-B 4     |
| 69. R-R 8     | B-K 5     |
| 70. R-Q Kt 8  | B-B 3     |
| 71. R-Kt 3    | B-K 5     |
| 72. R-Kt 5 ch | K-Q 5     |
| 73. R x P     |           |

At last White has gained a P, but it is too late to be of any use.

- |           |             |
|-----------|-------------|
| 73. ...   | B-Q 4       |
| 74. R-R 7 | P-B 8(Q) ch |
| 75. K x Q | K-K 6       |
| Resigns   |             |

Tarrasch scored a well deserved success in this game.

# GAME 76

Played at Yeovil, 1938.

"French Defence"

WHITE  
P. WENMAN

BLACK  
H. STREETER

1. P-K 4
2. Q-K 2

P-K 3

Tchigorin's move, now largely forgotten, but always leading to an interesting game.

2. ...

Kt-K 2

One of the main variations used to be B-K 2; 3 P-Q Kt 3, B-B 3; 4 P-K 5, B-K 2; 5 Q-Kt 4, B-B 1.

3. P-Q Kt 3
4. P-K 5
5. B-Kt 2
6. P-Q R 3
7. P-Kt 3
8. P-K R 4

P-Q 4  
P-Q B 4  
Q Kt-B 3  
Kt-Kt 3  
P-Kt 3

These sort of moves are part of the style of this kind of game.

8. ...
9. Kt-K B 3
10. P-R 5
11. Kt-B 3
12. B-Kt 2
13. Kt-Q 1
14. R-Q B 1
15. Kt x Kt
16. B x Kt
17. P-Q R 4

Q-B 2  
B-Kt 2  
K Kt-K 2  
P-Q R 3  
Kt-B 4  
R-B 1  
K Kt-Q 5  
Kt x Kt  
P x B  
P-Q 6

A good move which gives Black the advantage.

18. Q x P
19. K-B 1
20. R-R 4

Q x P ch  
B-B 4

A very odd shot. White starts to work up an attack.

20. ...
21. Kt-B 3

P-R 3

And the pieces start to come into play.

21. ...
22. R-K 1
23. R-K Kt 4
24. P-Kt 4

Castles  
Q-B 2  
K R-K 1

To enable the Q to get to K 3.

24. ...
25. Q-K 3
26. K-Kt 1
27. B-B 1

B-B 1  
K-R 1  
QR-Q 1

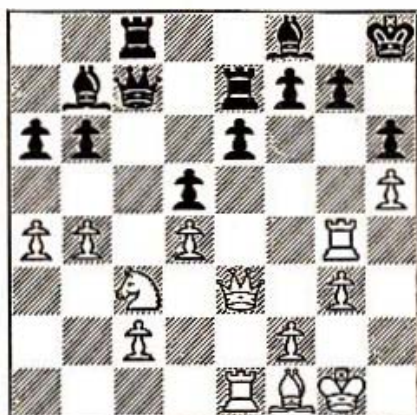
This B is bound for Kt 1!

27. ...  
28. P-Q4

R-K2  
R-B1

This move wins three pawns. The White attack must either succeed very shortly, or Black will win for certain on the Qside.

BLACK H. STREETER



WHITE P. WENMAN

White to Play

29. Kt-Q1  
30. B-Q3  
31. P-Kt5  
32. B-Kt1

QxP  
QxP  
PxP

The B has got to Kt1 and if the Q can get to Q3 White will win, as after P-B4 comes R-Kt6 and P-Kt4. But Black can still prevent it.

32. ...

Q-B5

Position after 37 B-Kt6

BLACK H. STREETER



WHITE P. WENMAN

Black to play

33. Kt-Kt 2

Q-B 6

34. Kt-Q 3

It is peculiar how this Kt works from Q 1 up to K B 7.

34. ...

K R-B 2

35. Q-B 4

Q-R 6

36. Kt-K 5

Q-K 2

37. B-Kt 6

At this highly interesting juncture the game was abandoned as drawn as no further time was available. There are many possibilities, but I think White can force a win as follows.

37. ...

P-B 3

If P-B 4, 38 B x P.

38. Kt-B 7 ch

K-Kt 1

39. Kt x P ch

P x Kt

If K-R 1; 40 Kt-B 7 ch, K-Kt 1; 41 P-R 6, threatening 42 P-R 7 mate.

40. R x P

Q x R

41. B-B 5 ch

K-B 2

42. B x Q ch

K x B

43. R-Kt 6

B-K 2

44. R x P

R-B 8 ch

45. K-Kt 2

P-Kt 5

46. P-Kt 4

R(B 1)-B 6

47 P-Kt 5 and wins

A game full of interesting play.

## GAME 77

Played at Hamburg in 1902.

"Queen's Gambit Declined"

WHITE

BLACK

F. J. MARSHALL

ALLIES

1. P-Q 4

P-Q 4

2. P-Q B 4

P-K 3

3. Kt-Q B 3

Kt-K B 3

4. B-Kt 5

B-K 2

5. Kt-B 3

Kt-B 3

An unusual move at this stage which turns out well in the present instance.

6. P-K 3

P x P

7. B x P

Castles

8. B-Q 3

Kt-Q 4

9. B x B

Q x B

10. Castles

Kt x Kt

11. P x Kt

P-K 4

12. Q-B 2

P-K B 4

If White has no better line the 5 Kt-B 3 variation gives Black a good game.

13. P-K 4

Q-B 3

BLACK

ALLIES



WHITE F. J. MARSHALL

White to play

14. P×B P

P×P

15. P×P

K-R 1

Of course if Kt×P, 16 Q-B 4 ch.

16. Q-B 3

P-Q R 4

17. QR-Kt 1

Kt-Kt 5

18. B-K 4

B×P

19. B×B

Q×B

20. Q×P

R-B 2

21. Q-K 5

Q-Q 2

22. P-Q R 3

Kt-Q 4

Position after 26 ... Kt-R 6 ch

BLACK

ALLIES



WHITE F. J. MARSHALL

White to play

An interesting situation in which the chances should be about even.

- |             |           |
|-------------|-----------|
| 23. K R-B 1 | Kt-B 5    |
| 24. Kt-Kt 5 | R-B 4     |
| 25. Q-K 4   | Q-Q 4     |
| 26. R-B 5   | Kt-R 6 ch |

With this very pretty move Black obtains an advantage out of the complications of the last few moves. The reply is forced.

- |              |          |
|--------------|----------|
| 27. K-B 1    | R x P ch |
| 28. K-K 1    | Q x Q ch |
| 29. Kt x Q   | R x P    |
| 30. R x Kt P | P-R 3    |

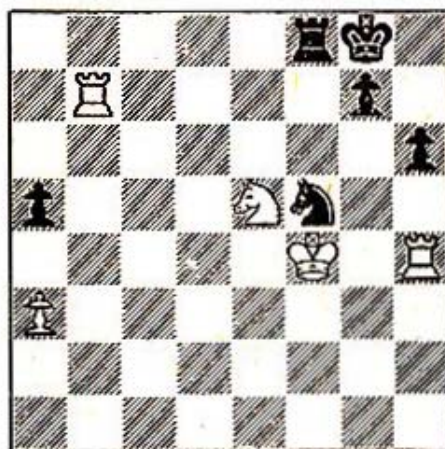
The end-game is far from being won yet, and is of great interest.

- |               |           |
|---------------|-----------|
| 31. Kt-Q 6    | R-Kt 5    |
| 32. R-R 5     | Kt-Kt 4   |
| 33. P-K R 4   | Kt-B 6 ch |
| 34. K-B 2     | Kt x Q P  |
| 35. Kt-B 7 ch | K-Kt 1    |
| 36. Kt-K 5    | R-B 1 ch  |
| 37. K-K 3     | R x P     |
| 38. R x R     | Kt-B 4 ch |
| 39. K-B 4     |           |

Leaving Black with the happy choice of either Rook.

*BLACK*

*ALLIES*



*WHITE* F. J. MARSHALL

Black to play

- |              |           |
|--------------|-----------|
| 39. ...      | Kt-Q 3 ch |
| 40. R-B 7    | Kt x R    |
| 41. Kt-Kt 6  | R-K 1     |
| 42. R-R 3    | K-R 2     |
| 43. R-K Kt 3 | Kt-Kt 4   |
| 44. Kt-K 5   | P-Kt 3    |
| 45. R-Kt 3   | Kt-K 3 ch |
| 46. K-Kt 3   | Kt-B 4    |

47. R-K 3  
 48. Kt-Kt 4  
 49. Kt×R  
 and wins

- Kt-Q 2  
 R×R ch  
 P-R 5

A very hard fought game.

### GAME 78

Played in the Ostende Tournament, 1905. Brilliancy prize game.  
 "Dutch Defence"

WHITE  
 R. TEICHMANN

1. P-Q 4  
 2. P-QB 4  
 3. P-K Kt 3  
 4. B-Kt 2  
 5. Kt-QB 3  
 6. P×P  
 7. Kt-R 3

BLACK  
 M. TCHIGORIN

- P-K B 4  
 P-K 3  
 P-Q 4  
 P-B 3  
 Kt-Q 2  
 K P×P  
 QKt-B 3

The last two moves are very peculiar.

8. Castles  
 9. P-B 3  
 10. P-K 4

- B-Q 3  
 Kt-K 2

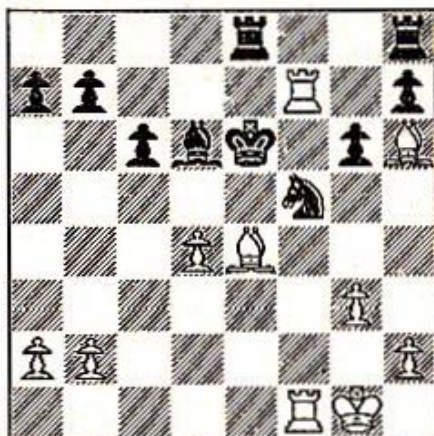
Opening the game with great effect.

10. ...  
 11. P×P  
 12. Kt×P  
 13. B×Kt

- B P×P  
 P×P  
 Kt×Kt  
 B×Kt

Position after 19 ... , Kt-B 4

BLACK M. TCHIGORIN



WHITE R. TEICHMANN

White to play

14. Q-R 5 ch

15. Q x B

16. Q x Q ch

P-Kt 3

Q-Q 2

K x Q

Some grand play follows from this simple looking position.

17. B-R 6

18. R-B 7

19. QR-K B 1

QR-K 1

K-K 3

Kt-B 4

This wins the exchange, but falls into a mating net.

20. B x Kt ch

21. B-Kt 4 ch

K x R

B-B 5

Forced because if K-Kt 1, 22 B-Q 1, and 23 B-Kt 3 ch, and if 21 K-K 2 at once 22 B-Kt 5 mate.

22. R x B ch

K-K 2

If K-Kt 1, 23 B-K 6 ch, and 24 R-B 8 mate.

23. B-Kt 5 ch

24. R-B 7

25. R x Kt P

26. R-Q 7 ch

27. B-K 7

K-Q 3

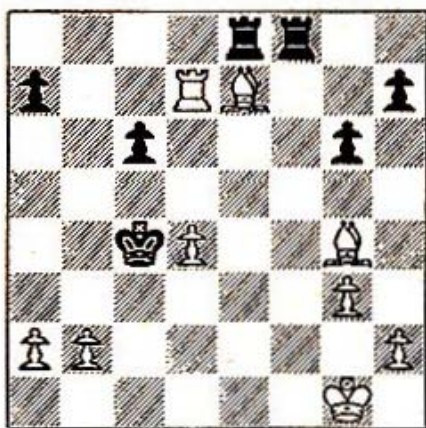
K-Q 4

K R-B 1

K-B 5

A beautiful final combination.

BLACK M. TCHIGORIN



WHITE R. TEICHMANN

Black to play

27. ...

28. B-K 2 mate

R-K R 1

## GAME 79

"Scotch Game"

WHITE  
A. N. OTHER

1. P-K 4

2. Kt-K B 3

3. P-Q 4

BLACK  
H. E. BIRD

P-K 4

Kt-Q B 3

P x P

4. Kt×P
5. Kt-Kt 5
6. Q-B 3

Leading to brilliant play.

7. Kt×P ch
8. Kt×R
9. B-Q 3

A clever way of keeping up the attack.

10. Castles

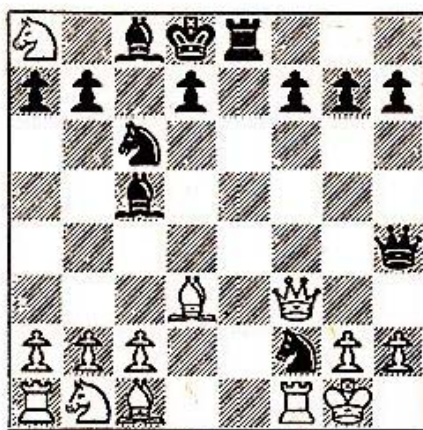
After this White cannot save the game.

- Q-R 5
- B-B 4
- Kt-B 3

- K-Q 1
- R-K 1
- Kt×P

- Kt×P

BLACK H. E. BIRD



WHITE A. N. OTHER

White to play

11. R×Kt
12. B-B 1
13. Q×B P
14. K-R 1

- R-K 8 ch
- Kt-Q 5
- Kt-K 7 ch
- Kt-Kt 6 ch

Or R×B ch; 15 R×R, Kt×Kt 6 mate.

15. K-Kt 1

- R×B mate

A bright little game.

## GAME 80

"Scotch Game"

WHITE  
KOLISCH

BLACK  
ANDERSSSEN

1. P-K 4
2. Kt-K B 3
3. P-Q 4
4. B-B 4
5. Castles
6. P-B 3

- P-K 4
- Kt-Q B 3
- P×P
- B-B 4
- P-Q 3
- B-K Kt 5

This move was introduced by Anderssen and was found to upset the whole of White's variation.

7. Q-Kt3

8. B×P ch

9. B×Kt

B×Kt

K-B 1

Steinitz considered 9 P×B was better.

9. ...

10. P×B

R×B

P-K Kt4

There is no defence to this very fine move.

BLACK ANDERSEN



WHITE

KOLISCH

White to play

11. Q-Q 1

12. P-Kt 4

13. B-Kt 2

14. Q×P

15. Q-K 2

16. Kt-Q 2

Q-Q 2

B-Kt 3

P-Q 6

Kt-K 4

Q-R 6

P-Kt 5

Resigns

For if 17 P-K B 4, P-Kt 6 wins at once.

### GAME 81

One of twenty played at Hampstead simultaneously in 1902, and a quick loss for Pillsbury. "Vienna Game"

WHITE  
H. N. PILLSBURY

BLACK  
ALLIES

1. P-K 4

2. Kt-Q B 3

3. P-B 4

4. P×K P

5. Q-B 3

6. P-Q 3

7. P×Kt

P-K 4

Kt-K B 3

P-Q 4

Kt×P

P-K B 4

Kt×Kt

P-Q 5

This strong move frequently turns to Black's advantage.

8. B-Kt 2

Kt-K 2, P×P; 9 P-Q4 is an alternative.

8. ...	P×P
9. B×P	B-Kt5

This excellent move was probably unexpected. If 10 B×B, Q-R 5 ch with great advantage.

10. Kt-K 2	Kt-B 3
11. Q-Kt 3	Castles
12. K-Q2	P-B 5

Again good. If 13 Kt×P, B×B ch; 14 K×B, Q-Q 5 ch, etc.

13. Q-B 2	B×B ch
14. K×B	

Very risky. It was better to give up the P by 14 Kt×B.

14. ...	Q-K 2
---------	-------

BLACK

ALLIES



WHITE H. N. PILLSBURY

White to play

15. P-Q4

White still persists in holding the P with the result that he is mated.

15. ...	Q-Kt 5 ch
16. K-Q3	B-B 4 mate

Pillsbury was not often mated in 16 moves.

## GAME 82

Played at Paris in 1905.

“Vienna Opening”

WHITE  
AMATEUR

BLACK  
DR. B. LASKER

1. P-K 4  
2. Kt-QB 3  
3. P-Q3

P-K 4  
Kt-KB 3

A very poor variation.

3. ...  
4. P-QKt 3

Kt-B 3

This kind of move shows Dr. Lasker that he can take liberties.

4. ...  
The natural reply.

P-Q4

5. B-Kt 5  
6. Kt×P

P×P  
Kt×Kt

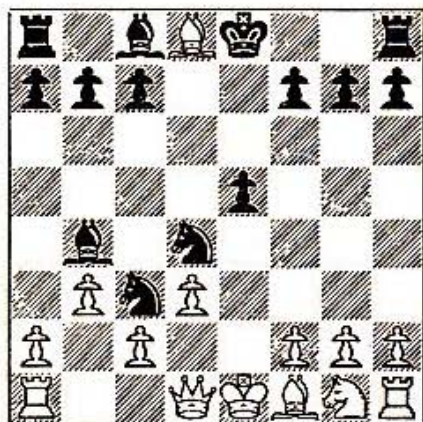
This sacrifice is not perfectly sound, but is good enough against a weak opponent.

7. B×Q  
8. K-K 2  
9. K-K 1

B-Kt 5 ch  
Kt-B 6 ch  
Kt-Q5

The surprise move instead of recapturing the Q.

BLACK DR. B. LASKER



WHITE

AMATEUR

White to play

10. Q-Q2

B-Kt 5

Another unexpected move.

11. B-Kt 5

Kt-K 5

Very pretty, but it should not have been sufficient. If 12 P×Kt, Kt×P mate.

12. Q×B

Kt×P mate

White should have played 12 P-K B 3, when would follow Kt×Q; 13 B×Kt, Kt×Q B P ch; 14 K-Q 1, B×B; 15 K×Kt in White's favour. Or Black could play 14 Kt×R, 15 B×B, B-B 4, and the result is doubtful.

### GAME 83

A charming blindfold game played in Vienna in 1901.

"Vienna Opening"

WHITE

H. N. PILLSBURY

BLACK

AMATEUR

1. P-K 4  
2. Kt-Q B 3  
3. P-B 4

P-K 4  
Kt-Q B 3

The Gambit is very strong preceded by Kt-QB 3.

- |            |          |
|------------|----------|
| 3. ...     | P×P      |
| 4. Kt-B 3  | P-K Kt 4 |
| 5. P-K R 4 | P-Kt 5   |
| 6. Kt-Kt 5 | Kt-R 3   |

This is an improvement on the usual P-K R 3 forcing White to sacrifice the Kt.

- |           |         |
|-----------|---------|
| 7. B-B 4  | Kt-K 4  |
| 8. B-Kt 3 | P-K B 3 |
| 9. P-Q 4  | Kt-Kt 3 |
| 10. P-R 5 | P×Kt    |
| 11. P×Kt  | P×P     |

A very pretty and singular position.

BLACK

AMATEUR



WHITE H. N. PILLSBURY

White to play

- |               |        |
|---------------|--------|
| 12. P-K 5     | B-Kt 2 |
| 13. Kt-Q 5    | P-Q 3  |
| 14. Q-K 2     | P×P    |
| 15. P×P       | P-B 3  |
| 16. Kt-B 6 ch | B×Kt   |
| 17. P×B ch    | K-B 1  |
| 18. B-Q 2     | P-R 4  |

This kind of move is usually a signal of distress.

- |                 |       |
|-----------------|-------|
| 19. Castles Q R | Q-B 2 |
| 20. K R-K 1     | B-B 4 |
| 21. B×R P       |       |

The finish is in Pillsbury's best style.

- |               |       |
|---------------|-------|
| 21. ...       | P-B 6 |
| 22. Q-K 3     | Q-B 5 |
| 23. Q×Q       | P×Q   |
| 24. B-Kt 4 ch | P-B 4 |
| 25. B×P mate  |       |

A grand game for blindfold play.

Position after 21 B×R P  
**BLACK** **AMATEUR**



**WHITE H. N. PILLSBURY**

Black to play

### GAME 84

Played in the Monte Carlo Tournament in 1902.  
 "Petroff Defence"

**WHITE**

**I. GUNSBERG**

1. P-K 4
2. Kt-K B 3
3. Kt×P
4. Kt-K B 3
5. Kt-B 3
6. Q-K 2

An interesting offer of a pawn.

7. Kt×Kt
8. Q×P
9. B-Q 3

With the threat of a sudden finish.

9. . . .
10. Q-Q 4
11. Q-K R 4
12. B-K 2
13. Kt×Q

Black a P down has all the prospects.

14. P-♙ B 3
15. Kt-B 3
16. Kt-Kt 1
17. P-Q 4
18. K-B 1
19. P-Q Kt 3
20. B-K 3

**BLACK**

**C. SCHLECHTER**

- P-K 4
- Kt-K B 3
- P-Q 3
- Kt×P
- P-Q 4
- B-K 2

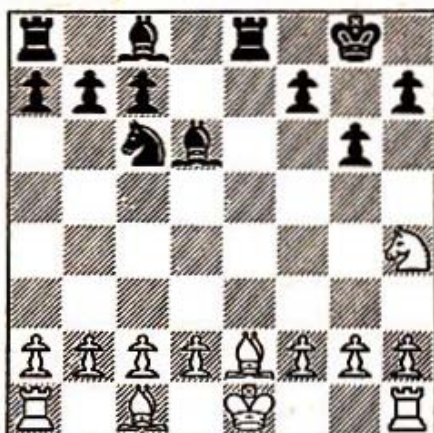
P×Kt  
 Castles

- P-K Kt 3
- B-Q 3
- R-K 1 ch
- Q×Q
- Kt-B 3

- P-K Kt 4
- P-Kt 5
- Kt-K 4
- Kt-Q 6 ch
- B-K B 4
- P-Q R 4
- P-R 5

Position after 13 ... , Kt-B 3

BLACK C. SCHLECHTER



WHITE I. GUNSBURG

White to play

21. P-Q Kt 4

P-R 6

Black has established a winning position.

22. B x Kt

B x B ch

23. K-K 1

P-K B 4

24. K-Q 2

B-Q B 5

25. P-B 3

R-K 3

26. P-Kt 3

QR-K 1

27. B-B 4

B x B

28. P x B

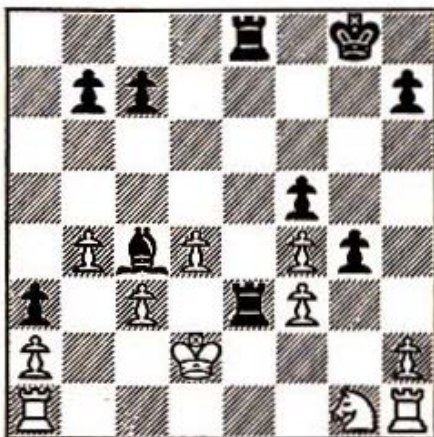
R-K 6

Resigns

After 29 P x P, P x P; 30 P-R 3, P-Kt 6; White is in a stalemate position.

Final Position

BLACK C. SCHLECHTER



WHITE I. GUNSBURG

White resigns

## GAME 85

Played in a tournament at Tiflis in 1937.

"Philidor Defence"

WHITE  
RAUSER

1. P-K 4
2. Kt-K B 3
3. P-Q 4
4. Kt×P
5. P-K B 3

A peculiar move which can hardly be expected to turn out well.

5. ...

A forcible reply.

6. P-K 5

7. P-K B 4

With the loss of a move.

7. ...

8. Kt×Kt

9. B-Q 3

10. P-Kt 3

11. Q-B 3

12. B-K 3

13. Kt-Q 2

This excellent move opens up a decisive attack.

14. P×P

15. Kt-B 1

16. K-Q 2

17. Q-B 2

The end of the combination winning a piece.

BLACK  
ILYN-GENEVSKI

P-K 4

P-Q 3

P×P

Kt-K B 3

P-Q 4

Kt-Q 2

Kt-Q B 3

P×Kt

Q-R 5 ch

Q-R 6

B-B 4

Castles

P-B 3

R-K 1

Kt×P

B-Kt 5

P-Q 5

*Final Position*

BLACK ILYN-GENEVSKI



WHITE

RAUSER

White resigns

18. B × P

R-K 7 ch

Resigns

Because if 19 B × R, Kt-K 5 ch; 20 K-K 1, Kt × Q; 21 B × Kt, R-K 1 ends the struggle.

## GAME 86

Played at Bristol, April, 1941.

"Philidor Defence"

WHITE

BLACK

P. WENMAN

N. N.

1. P-K 4

P-K 4

2. Kt-K B 3

P-Q 3

3. P-Q 4

Kt-Q 2

4. B-Q B 4

P-K R 3

A weak move to prevent Kt-Kt 5. It allows a sound sacrifice.

5. P × P

P × P

6. B × P ch

K × B

7. Kt × P ch

K-B 3

8. Kt-Q B 3

B-Kt 5

9. Q-B 3 ch

K × Kt

10. B-K 3

Keeping the checks in reserve and hoping for Q-B 3.

10. ...

Q-B 3

11. B-Q 4 ch

This third sacrifice gives a forced win.

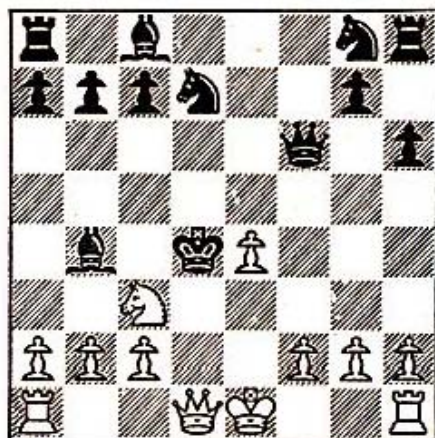
11. ...

K × B

12. Q-Q 1 ch

BLACK

N. N.



WHITE

P. WENMAN

Black to play

12. ...

K-K 4

If K-B 4; 13 Q-Q 5 ch, K-Kt 3; 14 Q-Kt 5 mate.

13. Q-Q 5 ch K-B 5

14. P-Kt 3 ch K-Kt 5

If K-B 6; 15 P-K 5 ch, K-Kt 5; 16 P×Q, K-R 6; 17 Q-B 5 ch, K-Kt 7; 18 Castles Q R, and 19 QR-Kt 1 mate.

15. P-R 3 ch K-B 6

16. P-K 5 mate

## GAME 87

"Philidor Defence"

WHITE

BARNES

1. P-K 4

2. Kt-K B 3

3. P-Q 4

4. P×K P

Steinitz says 4 P×B P is best.

4. ...

5. Kt-Kt 5

6. P-K 6

7. Kt-B 7

The correct move is 7 Kt×K P and if B-K 2, 8 Q-Kt 4.

7. ...

8. B-K 3

9. B-Kt 5

A pretty position.

BLACK

P. MORPHY

P-K 4

P-Q 3

P-K B 4

B P×P

P-Q 4

B-B 4

BLACK

P. MORPHY



WHITE

BARNES

White to play

10. Kt×R

11. B-B 4

Kt-B 7 was much better.

11. ...

12. Kt-B 7

Q×B

Kt-Q B 3

Q×P

13. R-B 1

Kt-B 3

14. P-K B 3

This error instead of 14 Kt-Q 2 gives Morphy his opportunity.

14. . . .

Kt-Q Kt 5

15. Kt-R 3

B x P

This and the next move constitute a brilliant combination.

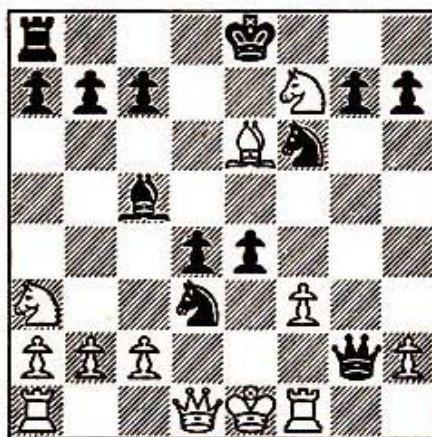
16. B x B

Kt-Q 6 ch

If 17 P x Kt, B-Kt 5 ch and mate next move.

BLACK

P. MORPHY



WHITE

BARNES

White to play

17. Q x Kt

P x Q

18. Castles

B x Kt

19. B-Kt 3

P-Q 7 ch

20. K-Kt 1

B-B 4

21. Kt-K 5

K-B 1

22. Kt-Q 3

R-K 1

23. Kt x B

Q x R

Resigns

If 24 R x Q it is mate in two of course.

## GAME 88

Played by correspondence about 1861.

"Ponziani Opening"

WHITE

BLACK

NEWCASTLE-UPON-TYNE

GLASGOW

1. P-K 4

P-K 4

2. Kt-K B 3

Kt-Q B 3

3. P-B 3

Also known as Staunton's Opening.

3. . . .

Kt-B 3

P-Q 4 also leads to highly interesting play.

4. P-Q4

Kt×K P

5. P×P

Staunton used to play P-Q5 with great success here.

5. ...

P-Q4

It has been claimed that the strongest move here is B-B 4.

6. B-QKt 5

B-QB 4

7. Kt-Q4

Castles

8. B×Kt

P×B

9. Castles

B-Q2

10. P-B3

Kt-Kt 4

11. K-R1

P-B3

12. B×Kt

P×B

13. Kt-Q2

R-K1

14. R-K1

B-Kt 3

15. P-K6

The real play begins at this point.

15. ...

B-B1

16. Q-R4

P-B4

17. Q-B6

B-Kt2

18. Q×QB

P×Kt

19. P-QB4

A strong reply which causes Black serious difficulty.

19. ...

B-R4

20. P-K7

Q-Q3

21. P-B5

Q-Q2

22. P-QKt4

QR-Kt1

The only way to save the piece.

23. P-B6

Excellent play in conjunction with the sacrifice which follows.

23. ...

Q-Q3

BLACK

GLASGOW



WHITE

NEWCASTLE-UPON-TYNE

White to play

24. P×B

This sacrifice is proved sound many moves later.

24. ...	R × Q
25. P × R	P-B 4
The only defence available.	
26. QR-Kt 1	Q-Kt 1
27. P-R 6	

The advanced P is well supported now.

27. ...	P-B 5
28. R-Kt 5	P-Q 6
29. R × P	P-B 6
30. R × P	

Another necessary sacrifice. The Rook beats the Black Queen.

30. ...	P × Kt
31. R × P	K-B 2
32. R-Q 7	Q-B 5

In order to reach Q-Kt 5.

33. P-Q R 3	P-R 4
34. R-Q 8	P-Kt 5
35. P × P	Q-B 7
36. R-Q Kt 1	R × P
37. R(Q 8)-Q 1	

A finishing touch to a very fine game.

37. ...	Q-K 7
38. P-Kt 8(Q)	Resigns

## GAME 89

Played in a match at Bristol, 1939.

"Irregular Opening"

WHITE	BLACK
P. WENMAN	DR. R. M. NORMAN

1. P-K Kt 3

Not often seen nowadays, but leading to an interesting game.

1. ...	P-Q 4
2. P-Q B 4	P-Q 5

The reply to P × P would be 3 Q-R 4 ch.

3. P-B 4	Kt-K B 3
4. B-Kt 2	Kt-B 3
5. P-Q 3	P-K 4

A natural attempt to open the game, but it does not turn out well. Black is unable to recover the P.

6. B × Kt ch	P × B
7. P × P	Kt-Kt 5
8. Kt-K B 3	B-Kt 5 ch
9. K-B 1	

A good move. The Black B is left in a loose position and Black must give up another P. If Q-K 2 the B is lost by 10 P-Q R 3, etc.



WHITE

P. WENMAN

Black to play

9. ...

P-B 3

10. Q-R 4

This is really the winning move. Black has no real compensation for the two pawns down.

10. ...

R-Q Kt 1

11. Q x P ch

B-Q 2

12. Q-K 4

Kt x P

13. Kt x Kt

B-R 6 ch

14. K-Kt 1

This blocks the R, but it is a better move than K-B 2.

14. ...

P x Kt

15. Q x P ch

K-B 1

Both Kings are dislodged now.

16. P-R 3

B-K 2

17. P-Q Kt 4

R-Kt 3

18. Kt-Q 2

R-K 3

This drives the Q out of the game for a time.

19. Q-K R 5

R-K R 3

20. Q-R 5

A long shot, but the Q cannot be pursued again.

20. ...

R-K 3

21. Kt-K 4

White still has an awkward game to manage.

21. ...

R x Kt

An expected sacrifice, it is Black's best chance.

22. P x R

P-Q 6

23. B-K 3

The saving clause.

23. ...

P x P

24. Q-Q 5

Q-K 1

25. K-B 2

P-B 3

Position after 21 ... , R×Kt  
**BLACK** DR. R. M. NORMAN



**WHITE**

**P. WENMAN**

White to play

- |              |          |
|--------------|----------|
| 26. Q-K 5    | Q-B 2 ch |
| 27. Q-B 4    | B-B 3    |
| 28. B-B 5 ch | K-K 1    |
| 29. P-K 5    |          |

The time limit was pressing here. Q-Kt 8 ch would lead to complications after B-Q 1 dis. ch.

- |            |       |
|------------|-------|
| 29. ...    | B×P   |
| 30. Q×Q ch | K×Q   |
| 31. QR-K 1 | B-B 8 |
| 32. K R×B  |       |

The shortest road. The end-game is won.

- |              |           |
|--------------|-----------|
| 32. ...      | P×R(Q ch) |
| 33. K×Q      | B-B 3     |
| 34. R-Q 1    | P-Q R 4   |
| 35. R-Q 7 ch | K-Kt 3    |
| 36. P×P      | R-R 1     |
| 37. R-R 7    | R×R       |
| 38. B×R      | B-K 4     |
| 39. B-Kt 6   | Resigns   |

## GAME 90

Played at Budapest in 1897.

"Irregular Game"

**WHITE**  
**CHAROUSEK**

**BLACK**  
**BRODY**

1. P-Q Kt 4

There are several examples of this peculiar move in first-class play.

1. ...

P-Q 4

2. B-Kt 2
3. P-K 3
4. P-Kt 5

P-K 3  
Kt-K B 3

Certainly a very curious idea, but there appears to be no objection it.

4. ...
5. Kt-K B 3
6. P-B 4
7. B-K 2
8. Castles
9. Kt-B 3
10. KtP×P
11. P×P
12. R-B 1

B-Q 3  
QKt-Q 2  
P-Q Kt 3  
B-Kt 2  
Castles  
P-B 3  
B×P  
P×P

White has come out of the opening with at least an equal game.

12. ...
13. B-Q 3
14. B-Kt 1
15. Kt×Kt
16. P-B 4
17. Kt-K 2
18. Kt-Q 4
19. Q×R

P-Q R 3  
B-Kt 2  
Kt-K 4  
B×Kt  
B-Q 3  
R-B 1  
R×R  
Q-B 2

Black hopes to bring about equality by exchanges, but overlooks his opponent's intention.

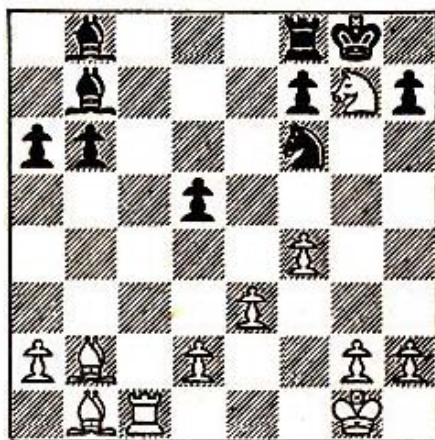
20. Kt-B 5
21. R×Q
22. Kt×P

Q×Q  
B-Kt 1

This fine move wins a P and the game.

BLACK

BRODY



WHITE

CHAROUSEK

Black to play

22. ...
23. P-K Kt 4

K×Kt

The piece is regained however Black plays.

- |               |        |
|---------------|--------|
| 23. ...       | P-R 3  |
| 24. P-Kt 5    | P x P  |
| 25. P x P     | R-B 1  |
| 26. B x Kt ch | K-Kt 1 |
| 27. R-B 1     | R-B 5  |
| 28. B-Q 4     | B-Q 3  |

The position is now hopeless.

- |              |         |
|--------------|---------|
| 29. B-R 7 ch | K x B   |
| 30. R x P ch | Resigns |

### GAME 91

Played at Bristol in February, 1941.

"Irregular Opening"

- | WHITE        | BLACK    |
|--------------|----------|
| P. WENMAN    | N. N.    |
| 1. P-K 4     | P-K 4    |
| 2. Kt-K B 3  | Kt-Q B 3 |
| 3. B-B 4     | P-K R 3  |
| 4. P-Q 4     | P-Q 3    |
| 5. P x P     | P x P    |
| 6. B x P ch  | K-K 2    |
| 7. B-Q 5     | Kt-B 3   |
| 8. Castles   | B-Kt 5   |
| 9. P-B 4     | Kt-Q 5   |
| 10. P-Q Kt 3 | P-B 3    |
| 11. Kt x P   |          |

BLACK

N. N.



WHITE

P. WENMAN

Black to play

- |                |       |
|----------------|-------|
| 11. ...        | B x Q |
| 12. B-R 3 ch   | K-K 1 |
| 13. B-B 7 mate |       |

# GAME 92

Played in 1901.

"Irregular Defence"

WHITE  
ZAMBELY

1. P-K 4
2. Kt-K B 3

Not often seen in first-class play.

3. P×P
4. Kt-QB 3
5. B-Kt 5 ch
6. B-R 4

BLACK

G. MAROCZY

- P-K 4
- P-Q 4

- B-Q 3
- Kt-K B 3
- P-B 3

Not a good idea as the loss of time enables Black to work up a smart attack.

6. ...
7. P×P
8. Kt-Q 4
9. Kt×B P
10. Kt×Kt
11. B-Kt 5

- P-K 5
- Castles
- P×P
- Q-Kt 3
- R×Kt

A very quaint idea to bring the B round again.

11. ...
12. Castles

- R-Q 1

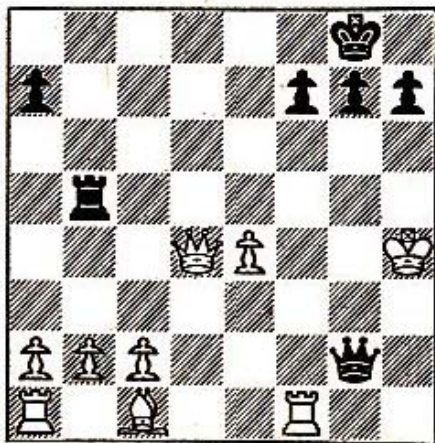
Now a beautiful combination follows.

12. ...
13. K×B
14. K-Kt 3
15. P-B 4
16. K×P

- B×P ch
- Kt-Kt 5 ch
- Q-B 2 ch
- P×P(e.p.) ch
- R-Q 5

Position after 22 Q×R

BLACK G. MAROCZY



WHITE

ZAMBELY

Black to play

17. P-Q3
18. Kt-K4
19. KxKt
20. Px B
21. K-R4
22. QxR

- B-Kt2 ch
- BxKt ch
- Q-R7
- QxP ch
- RxB

A mate in 5 moves is now on the board.

22. ...
23. KxR
24. K-Kt5
25. K-B4
26. K-K5

- R-R4 ch
- Q-R6 ch
- P-R3 ch
- P-Kt4 ch
- Q-K3 mate

A first-class finish.

### GAME 93

An amusing brevity played in a Lightning Tournament at Bristol, 1939. Rate of play ten seconds a move.

Remove White's QR and QKt.

WHITE  
P. WENMAN

1. P-K4
2. P-K5
3. P-Q4
4. Kt-KB3
5. B-Q3
6. Kt-Kt5
7. KtxB
8. Q-R5 ch
9. QxPch
10. BxPmate

BLACK  
AMATEUR

- P-Q4
- B-K3
- P-QB3
- Kt-Q2
- P-QB4
- P-B5
- PxKt
- P-Kt3
- PxQ

*Final Position*

BLACK AMATEUR



WHITE P. WENMAN

# **GAME 94**

Played in 1908.

Remove Black's K B P

WHITE  
AMATEUR

BLACK  
DR. S. TARRASCH

1. P-K 4
2. P-Q 4
3. Kt-K B 3

- Kt-Q B 3
- P-K 4

Or 3 P×P, Kt×P; 4 P-K B 4, Kt-B 2.

3. ...
4. Kt×P
5. Kt-Q B 3
6. Kt×Kt

- P×P
- Kt-B 3
- B-Kt 5
- Kt P×Kt

A Scotch Gambit without the K B P.

7. B-Q 2

Castles

With an excellent game.

8. B-Q 3
9. P×P
10. Castles

- P-Q 4
- Kt-Kt 5
- Q-R 5

And now a violent attack.

11. P-K R 3

R×P

Leading to a forced win.

BLACK DR. S. TARRASCH



WHITE

AMATEUR

White to play

12. Q-K 1

The only reply. If 12 R×R, Q×R ch; 13 K-R 1, Q-Kt 6; 14 P×Kt. Black mates in 4 moves at most.

12. ...
13. Kt-K 4
14. K×R

- B-Q B 4
- R×R ch

An ideal mate in three moves now follows.

14. ...
15. K-K 2
16. P×Q

- Kt-R 7 ch
- Q-Kt 5 ch
- B×P mate

# GAME 95

Played in a match in 1848.

Remove Black's K B P

WHITE  
BIRD

BLACK  
BUCKLE

1. P-Q<sub>4</sub>
2. P-Q<sub>B 4</sub>
3. Kt-Q<sub>B 3</sub>
4. Kt-B<sub>3</sub>
5. B-Kt<sub>5</sub>
6. P-K<sub>4</sub>

- P-K<sub>3</sub>
- P-Q<sub>4</sub>
- Kt-Q<sub>B 3</sub>
- QKt-K<sub>2</sub>
- P-B<sub>3</sub>

White adopts an energetic line of play.

6. ...
7. B P × P
8. P × P
9. B-Kt<sub>5</sub> ch
10. Castles
11. Kt-K<sub>5</sub>
12. Q-B<sub>3</sub>

- P-K Kt<sub>3</sub>
- K P × P
- P × P
- B-Q<sub>2</sub>
- B-B<sub>3</sub>
- Q-B<sub>2</sub>

And already has practically a won game.

12. ...
13. K R-K<sub>1</sub>
14. Kt × B
15. B-R<sub>6</sub> ch
16. B-K<sub>B 4</sub>

- Kt-R<sub>3</sub>
- Castles
- P × Kt
- K-Kt<sub>1</sub>

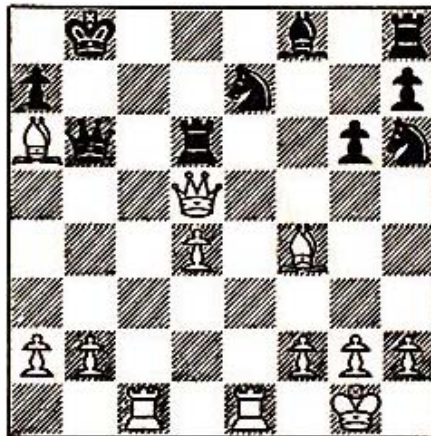
With a winning position, but a brilliant combination follows.

16. ...
17. Kt × P
18. QR-B<sub>1</sub>
19. Q × P

- R-Q<sub>3</sub>
- P × Kt
- Q-Kt<sub>3</sub>

BLACK

BUCKLE



WHITE

BIRD

Black to play

19. ...

K Kt-B 4

It is obvious that neither the Q nor the B can be captured.

20. R-K 6

A hard knock. Now Q×B is the only reply.

20. ...

Q×B

21. R×R

Kt×Q

The Q must be taken as well, allowing a problem mate.

22. R-Q 8 ch

K-Kt 2

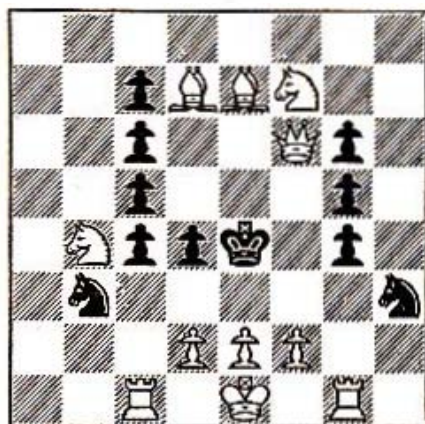
23. R-Kt 8 mate

Such games at the odds of K B P are very rare.

## GAME 96

A position from Czechoslovakia.

*BLACK*



*WHITE*

White to play

In this remarkable position White does not mate by the direct means, but by the following curious play. All the Black moves are forced.

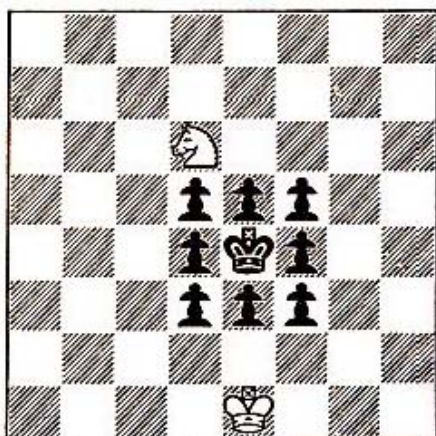
1. P-B 3 ch
2. Q-K 6 ch
3. P-K 3 ch
4. Q-B 6 ch
5. P-Q 3 ch
6. R-B 4 ch
7. Q-K 6 ch
8. R×Kt ch
9. Kt-Q 5 ch
10. B-Q 6 ch
11. Q-B 6 ch
12. R-Kt 4 ch
13. R×Kt ch
14. B-B 5 ch

- P×P
- K-B 5
- P×P
- K-K 5
- P×P
- Kt-Q 5
- K-B 5
- P×R
- P×Kt
- P×B
- K-K 5
- Kt-B 5
- P×R
- P×B

15. Q-K 5 ch  
16. Kt-Q6 mate

P×Q

*Final Position*  
**BLACK**



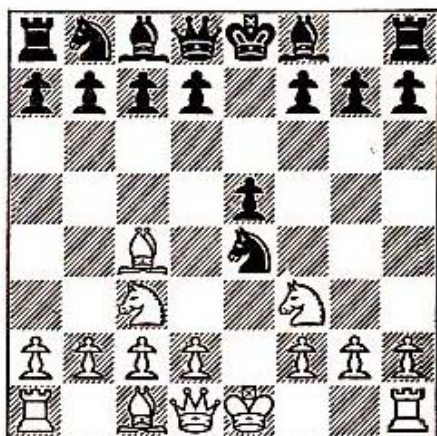
**WHITE**

### GAME 97

Played at New York, 1885.  
A smart win as follows.

**BLACK**

**E. DELMAR**



**WHITE**

**P. RICHARDSON**

Black to play

**WHITE**

**E. DELMAR**

4. ...  
5. K×Kt  
6. P-Q4  
7. R-K1 ch

**BLACK**

**P. RICHARDSON**

- Kt×B P  
B-B4 ch  
P×P  
K-B1

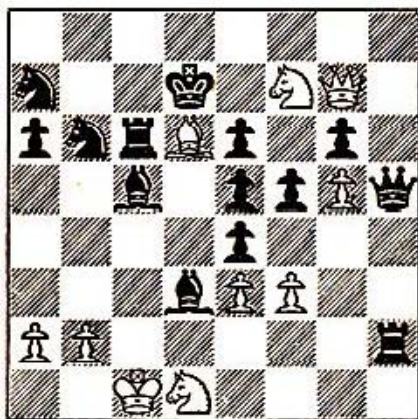
8. Kt-K 4
9. Q-Q 3
10. Q-R 3 ch
11. B×P
12. Kt-B 6 ch
13. Q-B 8 ch
14. B-R 6 ch
15. R-K 8 mate

- B-Kt 3
- P-Q 4
- K-Kt 1
- Q×B
- P×Kt
- K×Q
- K-Kt 1

### GAME 98

An elegant piece of work in which greatly superior force fails to win.

*BLACK*



*WHITE*

White to play

*WHITE*

1. Kt-Q 8 ch
2. Kt-Kt 7 ch
3. Q×P ch

*BLACK*

- K×B
- K-Q 4
- K×Q

If K-B 5; 4 Q-B 3 ch, K-Q 4; 5 Q-Kt 3 ch, B-B 5; 6 Kt-B 3 ch, K-K 4; 7 P-B 4 mate. Or 4 K-Kt 4 instead of K-Q 4, then 5 Q-R 5 ch, K-B 5; 6 P-Kt 3 ch, K-Q 4; 7 Kt-B 3 ch, K-K 4; 8 P-B 4 mate.

4. P-B 4 ch
5. Kt-B 3 ch
6. Kt-R 5 ch
7. P-R 3 ch
8. P-Kt 4 ch
9. P×B ch

- K-Q 4
- K-B 5
- K-Kt 5
- K×Kt
- B×P
- K×P

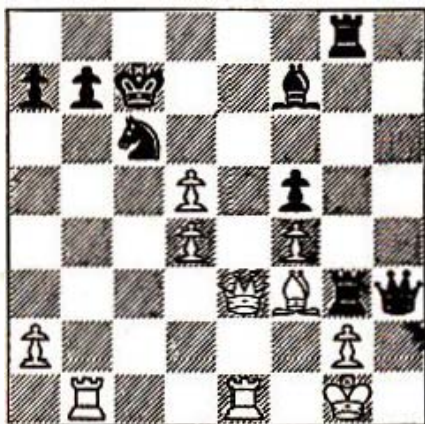
Stalemate

Truly a wonderful performance.

## GAME 99

A delightful study from the **Garmen Tournament, 1905.**

**BLACK C. VON BARDELEBEN**



**WHITE J. MIRSSES**

White to play

**WHITE**  
**J. MIRSSES**

1. R×P ch
2. P×Kt ch
3. P-B 7 ch
4. Q-K 8 ch
5. R×R ch
6. P-B 8(Q) mate

**BLACK**  
**C. VON BARDELEBEN**

- K×R
- K-R 1
- R×B
- R×Q
- B×R

This piece of chess is equal to anything in this collection.

## GAME 100

End-game by Dr. E. Lasker.

White is a R down, but can at least draw as follows.

**WHITE**

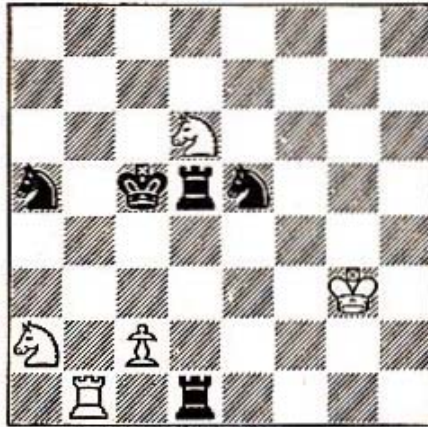
1. R-Kt 5 ch
2. R×R ch
3. Kt-B 3

**BLACK**

- K×Kt
- R×R

And wins the R wherever it goes. When this position was first published many years ago it was disputed if it really was a win for Black after 3 R-Q 5; 4 Kt-Kt 5 ch, K-Q 4; 5 Kt×R, K×Kt; and it was generally agreed that it is too difficult to prove a win, even if one exists. A clever position. It appears it should be considered a draw.

BLACK



WHITE

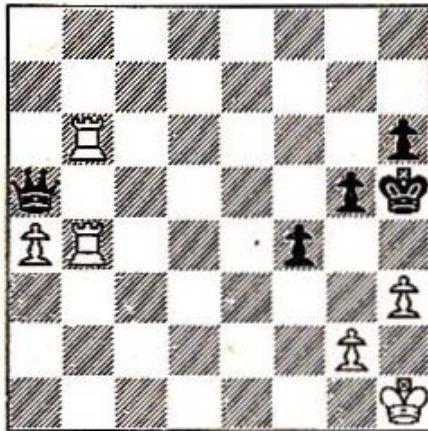
White to play

### GAME 101

From a game played at Metz in 1935. It is a wonderful ending by Mieses.

BLACK

AMATEUR



WHITE

J. MIESES

White to play

WHITE

J. MIESES

BLACK

AMATEUR

- |                                  |                     |
|----------------------------------|---------------------|
| 1. P-Kt 4 ch                     | P×P (e.p.)          |
| If K-R 5; 2 K-R 2, P-R 4; 3 R-KR | 6, Q×R; 4 R×P mate. |
| 2. R-R 4 ch                      | P×R                 |
| If K×R, 3 R×P mate.              |                     |
| 3. R-Kt 5 ch                     | Q×R                 |
| 4. P×Q                           | Resigns             |

# GAME 102

From a very complicated game between Blackburne and Pitschel which Blackburne lost.



WHITE J. H. BLACKBURNE  
Black to play

There are only two pawns exchanged.

WHITE  
J. H. BLACKBURNE

BLACK  
PITSCHER

11. ...

Kt×Kt

12. Kt-Kt 5

B-Kt 5 ch

Clever, if 13 Q×B, then Kt-B 6 ch and Q×B winning.

13. K-Q 1

B-Kt 5 ch

Black is getting out of his difficulties.

14. B-K 2

B×B ch

15. K×B

Q-R 4

16. Kt-B 7

A true Blackburne move.

16. ...

Kt-Kt 3

17. B-Kt 3

K P×P

18. Kt×R

Kt-R 3

19. P-Q R 3

R×Kt

20. P×B

Q-Kt 3

21. K R-Q 1

Kt×P

22. B-Q 6

P-Q R 4

23. B-B 5

Q-Kt 4 ch

24. K-Q 2

Kt-B 5

Threatening mate in two.

25. K-K 3

P-Kt 4

And now in one.

26. R-Q 2

P×P

27. B×Kt

R-K 1

Excellent play. Threatening Kt-Kt 7 mate.

28. Q-B 4
29. P-Q 5
30. R-KKt 1
31. K-K 2

Another good stroke.

32. P x P
33. K-Q 1
34. P x Kt

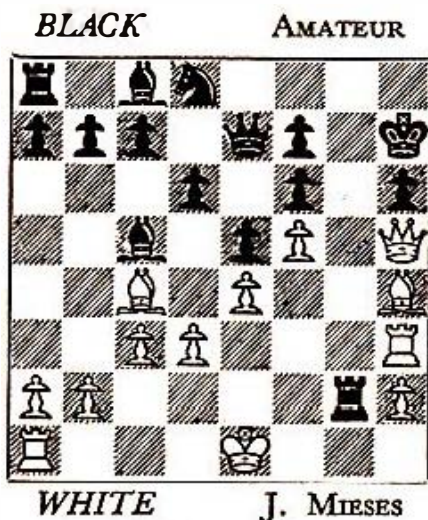
Black well deserved his victory.

- Q-K B 4
- P x B
- Kt x P ch
- P-K 6

- R x P ch
- Kt-B 6 ch
- Q-Kt 8 mate

### GAME 103

A pretty win by Mieses.



White to play

*WHITE*  
J. MIESES

1. Q x P ch
2. Q-R 8 ch

A second offer of the Queen.

2. ...
3. B x P ch
4. R-R 8 mate

*BLACK*  
AMATEUR

- K-Kt 1

- K x Q
- K-Kt 1

### GAME 104

A queer position from a game by E. Delmar.

*WHITE*  
AMATEUR

1. ...
2. P x Q
3. K-B 4

*BLACK*  
E. DELMAR

- Q-Kt 5 ch
- B x P ch
- P-Kt 4 ch

**BLACK****E. DELMAR****WHITE****AMATEUR**

Black to play

4. K×P

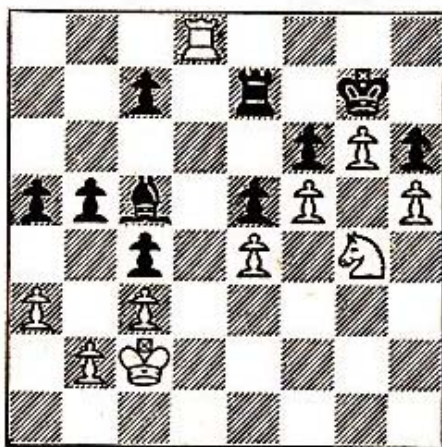
B-R 3 ch

5. K×P

B-B 5 ch and mates next move

**GAME 105**

From a game between Metjer and Meiners.

**BLACK****MEINERS****WHITE****METJER**

White to play

**WHITE****METJER**

1. R-Kt 8

**BLACK****MEINERS**

A necessary move to draw the B away.

1. ...

B-Kt 3

2. Kt×R P

K×Kt

3. R-R 8 ch

K-Kt 2

If K-Kt 4, 4 P-R 6 wins.

4. R-R 7 ch

5. P-R 6

6. P×R

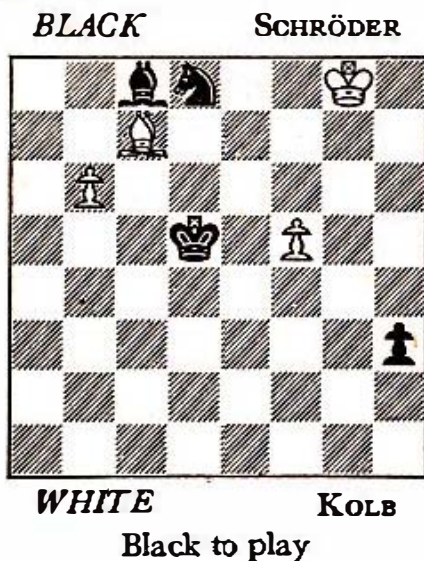
K-B 1

R×R

Resigns

### GAME 106

An elegant piece of chess from a game played at Nürnberg in 1895 between Kolb and Schröder.



WHITE  
KOLB

1. ...
2. B×Kt
3. P-Kt 7
4. P-Kt 8(Q)

Black has now a forced win.

5. K-B 8
6. K-K 8

If K-Kt 8, Black mates in one, and if K-K 7, mate in two.

6. ...
7. K×B
8. K-B 7

BLACK  
SCHRÖDER

- B×P
- P-R 7
- P-R 8(Q)
- Q-R 2 ch

Q-R 3 ch

- B-Q 2 ch
- Q-K 3 ch
- Q-B 3 mate

### GAME 107

In this position, which is probably composed, White is able to bring off a splendid finish as follows—

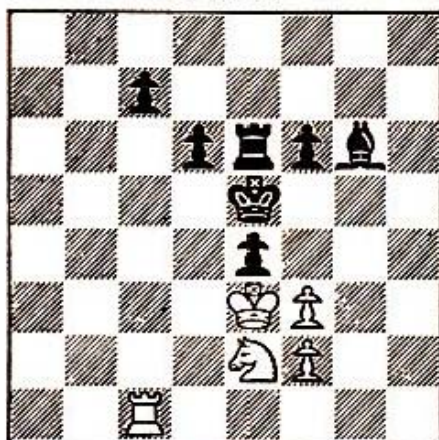
WHITE

1. P-B 4 ch
2. P-B 5

BLACK

- K-Q 4
- B×P

**BLACK**



**WHITE**

White to play

3. Kt-B 4 ch
- 4 R-Q 1
5. R-Q 5 ch
6. Kt-Q 3 ch
7. P-B 4 mate

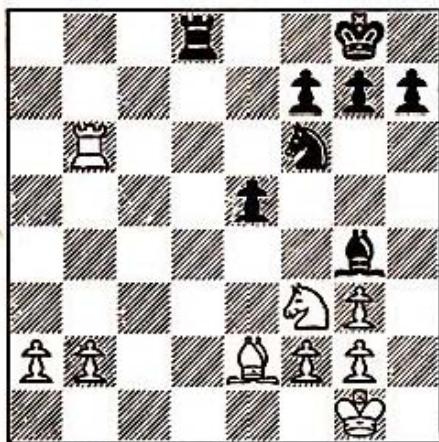
- K-K 4
- P-B 3
- P×R
- P×K t

### GAME 108

Played in the Fourth Russian National Tourney, 1906.

**BLACK**

**SNOSKO-BOROWSKI**



**WHITE TABUNSCHIKOW**

Black to play

Black obtains a smart win in this ending, although a pawn down.

**WHITE**

**TABUNSCHIKOW**

1. ...
2. Kt-Q 4

**BLACK**

**SNOSKO-BOROWSKI**

- P-K 5
- B×B

3. Kt×B
4. K-R 2
5. K-R 3
6. K-R 4
7. P-K Kt 4

R-Q 8ch  
Kt-Kt 5 ch  
Kt×P ch  
P-R 3

All White's moves have been forced.

7. ...
8. Kt-B 3
9. P-R 4

R-Q 7  
R-Q 6

The pawn never gets any further.

9. ...
10. K-R 5
11. R×P

P-Kt 4ch  
K-Kt 2  
R×Kt

A neat final shot.

12. P×R
  13. R-Kt 6
  14. R-Kt 1
- Resigns

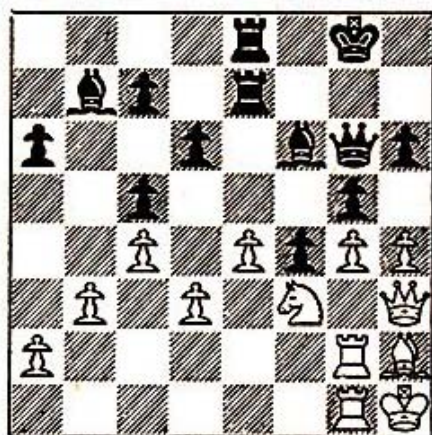
P-K 6  
P-K 7  
Kt-Q 8

### GAME 109

A neat ending from the Ostende Tournament, 1906.

BLACK

SUCHTING



WHITE

O. DURAS

White to play

WHITE  
O. DURAS

BLACK  
SUCHTING

1. B×P

A neat sacrifice which wins the game.

1. ...
2. P-Kt 5

P×B  
B-Kt 2

3. P-R 5
4. Q-R 2
5. P×P
6. R-Kt 6

If Q-R 2, 7 P-R 6 wins easily.

7. R×Q
8. Q-R 4
9. R-Kt 6
10. Q-Kt 5
11. P-R 6
12. K-Kt 1
13. P-K 5
14. R-Kt 7
15. P-Q 4

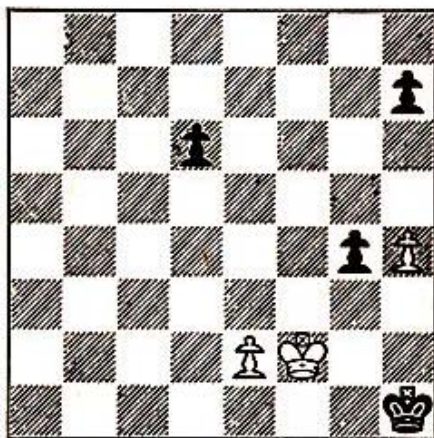
- B-Q B 1
- Q-K 3
- Q×R P
- R-K 3

- R×R
- K-R 1
- R-B 1
- R-R 2
- B-B 6
- B-Q 2
- P×P
- P-K 5
- Resigns

### GAME 110

End-game by H. Rinck, 1912.

*BLACK*



*WHITE*

White to play

An interesting ending in which White forces a draw although a pawn down.

*WHITE*

1. K-Kt 3
2. P-K 4
3. P-K 5

*BLACK*

- P-R 4
- K-Kt 8
- P×P

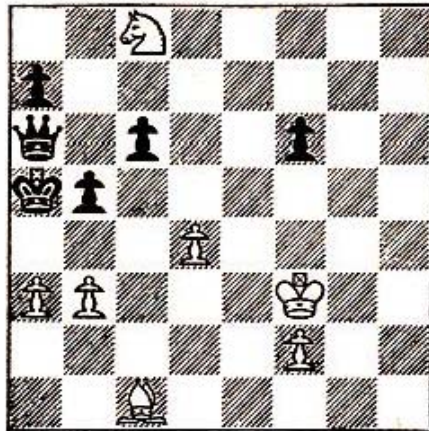
Stalemate

A very unusual finish.

## GAME III

End-game by Liburkin.

*BLACK*



*WHITE*

White to play

White wins by some clever play as follows—

WHITE	BLACK
1. B-Q 2 ch	P-Kt 5
2. B x P ch	K-Kt 4
3. Kt-Q 6 ch	K-Kt 3
4. B-R 5 ch	
A very fine resource.	
4. ...	K x B
5. Kt-B 4 ch	K-Kt 4
6. K-B 4	P-Q B 4
7. P-Q 5	P-B 4
8. K-Kt 5	
The final point in the position.	
8. ...	P-B 5
9. P-B 3 and wins	

## GAME III 2

Played in the London Tournament, 1939.

WHITE	BLACK
SIR G. A. THOMAS	W. RITSON-MORRY
1. Q-K 5	
A powerful move which forces a win.	
1. ...	Q-K Kt 1
2. Q-Q 6 ch	K-B 1
3. K R-K 1	R-R 3

**BLACK** W. RITSON-MORRY



**WHITE** SIR G. A. THOMAS

White to play

4. B-Kt 6
5. R × B ch
6. Q × B P ch
7. B-Q 4

- R-R 2
- P × R
- K-Kt 1

And this is final.

7. ...
8. Q-Kt 6 ch
9. B-K 5 ch

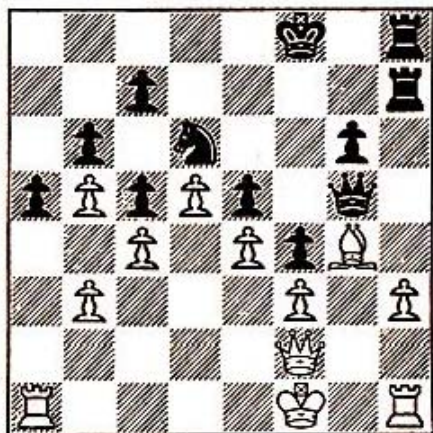
- P-R 3
- R-Kt 2
- Resigns

### GAME 113

A very brilliant finish played at Lodz in 1940.

**BLACK**

KAVNI



**WHITE**

POPEVSKI

Black to play

WHITE  
POPEVSKI

BLACK  
KAVNI

1. ...

Kt×K P

2. P×Kt

Q×B

Good. If 3 P×Q, R×R ch, K-K 2, R×R wins easily.

3. R×P

A pretty attempt to avert defeat, but it is not sufficient. If P×R,  
4 Q×P ch followed by 5 P×Q, R×R ch and Black would still win.

3. ...

Q-Q 8 ch

4. K-Kt 2

Q×R ch

This is much better.

5. K×Q  
Resigns

R×P ch

### GAME 114

From a game between Mikenas and Schmitt played at Brunn in 1931.

BLACK

SCHMITT



WHITE

MIKENAS

White to play

WHITE  
MIKENAS

BLACK  
SCHMITT

1. Q-Kt 6

Kt-B 3

2. R×B

K R×R

3. Kt-B 5

Q-B 1

4. Kt×P ch

K-R 1

5. Kt×P ch

K-Kt 1

6. Kt-K 5 ch

K-R 1

7. Q-Kt 5

Q-B 4

8. Q-R 4 ch

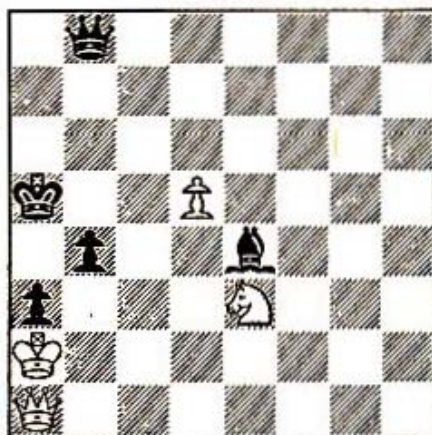
Kt-R 2

9. Kt-Kt 6 mate

## GAME 115

An ending by Ponziani.

*BLACK*



*WHITE*

Black to play

Black has an unaccepted mate in three moves as follows.

- WHITE*
1. ...
  2. K-Kt 3
  3. Kt x Q

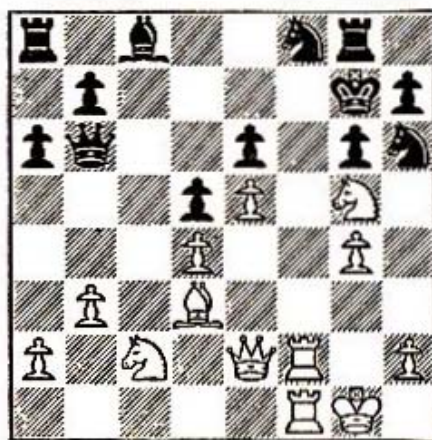
- BLACK*
- Q-R 7 ch
  - Q-B 7 ch
  - B x P mate

## GAME 116

A first-class piece of chess from a game between Bernstein and Cohn.

*BLACK*

E. COHN



*WHITE*

BERNSTEIN

White to play

*WHITE*  
BERNSTEIN

*BLACK*  
E. COHN

1. R-B 7 ch

A good start.

- |            |       |
|------------|-------|
| 1. ...     | Kt×R  |
| 2. R×Kt ch | K-R 1 |
| 3. Q-B 2   | Q-Q 1 |
- Certainly a forced retreat.
- |                |       |
|----------------|-------|
| 4. Q-B 6 ch    | Q×Q   |
| 5. P×Q         | B-Q 2 |
| 6. R×P ch      | Kt×R  |
| 7. Kt-B 7 mate |       |
- A new type of smothered mate.

### GAME 117

This is from actual play, but is more like a problem than a game ending.

BLACK



WHITE

White to play

- |              |        |
|--------------|--------|
| WHITE        | BLACK  |
| 1. Q-R 5 ch  | K×Q    |
| 2. Kt-B 4 ch | K-Kt 5 |
| 3. R-R 3     |        |
- The real problem move.
- |             |          |
|-------------|----------|
| 3. ...      | Any move |
| 4. P-B 3 ch | P×P      |
| 5. P×P mate |          |

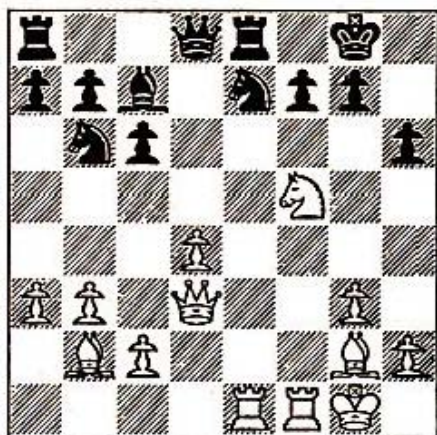
### GAME 118

A fine ending from a game between Charousek and Wollner.

- |            |         |
|------------|---------|
| WHITE      | BLACK   |
| CHAROUSEK  | WOLLNER |
| 1. Kt×P ch | P×Kt    |
| 2. R×P     | K×R     |

BLACK

WOLLNER



WHITE

CHAROUSEK

White to play

3. Q-R 7 ch

K-B 3

4. P-Q 5 ch

Every piece seems to be on the right square in this game.

4. ...

K-Kt 4

5. P-R 4 ch

K-Kt 5

6. Q-K 4 ch

B-B 5

7. Q x B ch

K-R 4

8. Q-B 7 ch

K-Kt 5

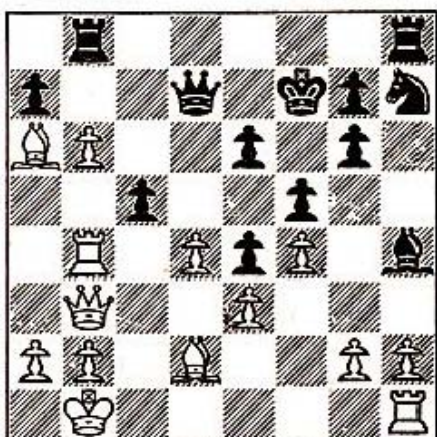
9. Q-B 3 mate

## GAME 119

Played in the Paris Championship, 1929.

BLACK

VOISIN



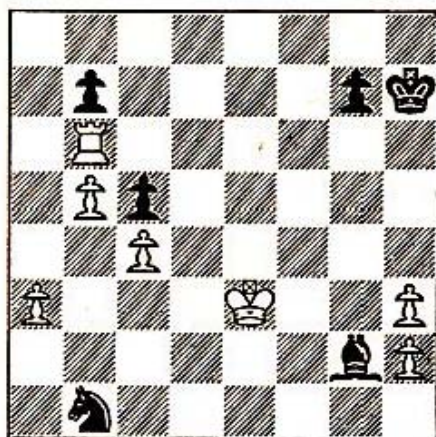
WHITE

CUKIERMANN

White to play



BLACK A. N. OTHER



WHITE P. WENMAN

White to play

Here White played the pretty move.

1. R-B 6 B×R

If P×R, 2 P-Kt 6 and the pawn cannot be stopped.

2. P×B P×P

3. P-QR 4

The only move to win.

3. ... Kt-B 6

If Kt-R 6, then 4 K-Q 3 followed by 5 P-R 5 wins.

4. P-R 5 Kt-R 5

5. K-Q 3 K-Kt 3

6. K-B 2 K-B 2

7. K-Kt 3 K-K 2

8. K×Kt K-Q 2

9. P-R 6 K-B 2

10. K-R 5 P-Kt 4

11. P-R 7 K-Kt 2

12. P-R 8(Q) ch K×Q

13. K-Kt 6 Resigns

An interesting ending.

## GAME 121

A charming ending from actual play.

WHITE

BLACK

1. KR-K 1 ch

Kt-K 4

2. R×Kt ch

P×R

3. Q×P ch

Q×Q

4. B-R 4 ch

P-Kt 4

5. B×P ch

R×B

6. R-Q 8 mate

**BLACK**



**WHITE**

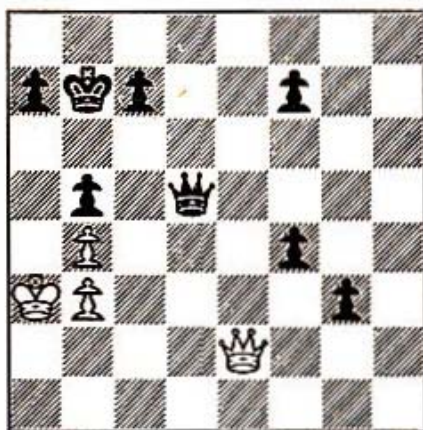
White to play

### GAME 122

A unique ending played at Brooklyn in 1904.

**BLACK**

C. JAPPE



**WHITE**

H. N. PILLSBURY

Black to play

Pillsbury appears to be in a most hopeless position, yet he manages to draw as follows.

**WHITE**

H. N. PILLSBURY

1. ...

2. Q-Q 2

The first of many offers of the Queen.

2. ...

3. Q-Q B 2

P-R 4 was the right move to win.

**BLACK**

C. JAPPE

P-B 6

Q-B 3

P-B 7

4. Q-K 2
5. K-R 2
6. Q-B 3 ch

- Q-B 8 ch
- P-B 8(Q)
- ...

It seems to have been overlooked by previous commentators that 6 Q×P ch draws at once.

6. ...

Q-B 3

The only move to avoid a draw.

7. Q×Q(B 1)

The new Queen has fallen.

7. ...
8. Q-B 2
9. Q-Kt 1
10. K-Kt 2
11. K-R 3

- P-Kt 7
- Q-K Kt 3
- Q-Kt 5
- Q-K 7 ch
- Q-B 8

P-R 4 would still win.

12. Q×Kt P ch

Q×Q

Stalemate.

Pillsbury is well rewarded by a stalemate at last. A fine piece of chess in spite of its obvious faults.

### GAME 123

A pretty ending from a Max Lange game played at Bristol, March, 1941.

BLACK P. WENMAN



WHITE A. N. OTHER

Black to play

WHITE  
A. N. OTHER

1. ...
2. R×K P

BLACK  
P. WENMAN

- Kt-Kt 3
- R-B 2

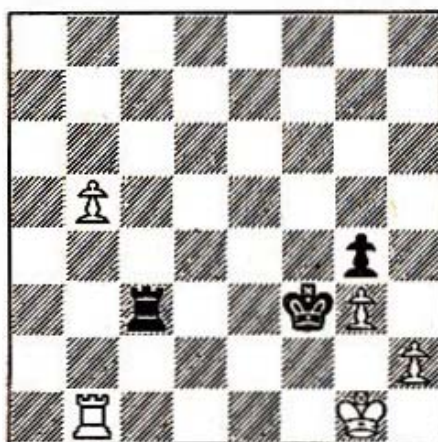
3. Kt×R	Q×R
4. Q-B 3	
To prevent Q-K 7.	
4. ...	Kt-R 5
5. Q-Kt 3	
But the Q is forced to return to this square.	
5. ...	B×P ch
A winning sacrifice.	
6. Q×B	
If K×B, Q-K 7 ch, and Q×R ch.	
6. ...	Q×P ch
7. K-R 1	Q×R ch
8. Q-Kt 1	Q-B 6 ch

And mates next move.

### GAME 124

From the Nürnberg Tournament, 1905.

*BLACK*                      H. WOLF



*WHITE* C. SCHLECHTER

Black to play

As a last hope Black plays R-K 6; and it comes off.

WHITE	BLACK
C. SCHLECHTER	H. WOLF
1. ...	R-K 6

2. P-Kt 6

The mistake. 2 K-B 1 followed by 3 P-Kt 6 would have won.

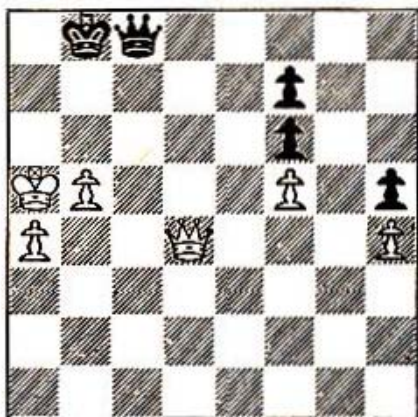
2. ...	R-K 8 ch
3. R×R	

Stalemate

### GAME 125

Played in the Ostende Tournament, 1905. An ingenious draw by Schlechter.

**BLACK** C. SCHLECHTER



**WHITE** M. TCHIGORIN  
Black to play

**WHITE**  
M. TCHIGORIN

**BLACK**  
C. SCHLECHTER

1. ...

Q-B 2 ch

2. Q-Kt 6 ch

The natural move to exchange Queens, but it only draws.

2 P-Kt 6 would have won.

2. ...

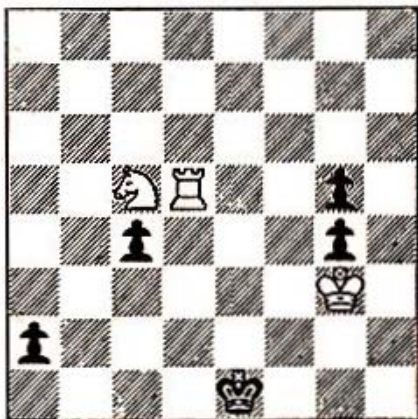
K-R 1

A surprise move, White cannot escape the draw. There is only 3 K-R6, Q-B 1 ch; 4 K-R 5, Q-B 2, etc. Or else 3 Q×Q stalemate.

### GAME 126

A perfect gem by Troitzky.

**BLACK**



**WHITE**  
White to play

# WHITE

1. Kt-Q3 ch
2. R-K5 ch
3. R-B5 ch
4. R-R5
5. R x P
6. R-Kt2 ch
7. R-R2 ch
8. R-Kt2 ch
9. R-Kt1 ch

# BLACK

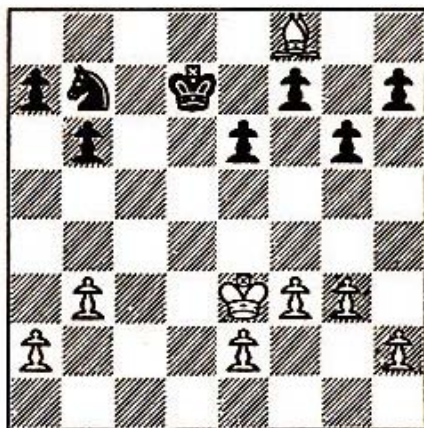
- P x Kt
- K-B8
- K-Kt8
- P-Q7
- P-Q8(Q)
- K-R8
- K-Kt8
- K-B8
- K x R

Stalemate.

## GAME 127

The following interesting ending occurred in the Bournemouth Tournament, 1938.

BLACK A. N. OTHER



WHITE P. WENMAN

White to play

It is curious that after 28 moves White's K P is still unmoved.

# WHITE

P. WENMAN

29. K-K4
30. K-K5
31. P-B4
32. K-Q4
33. P-K4

At last!

33. ...
34. K-B4
35. K-Q4
36. K-Q3

# BLACK

A. N. OTHER

- Kt-Q3 ch
- Kt-K1
- P-B3 ch
- Kt-Q3

- Kt-Kt4 ch
- Kt-Q3 ch
- Kt-Kt4 ch
- P-K4

This move is weak and results in the ultimate loss of the game.

- |             |        |
|-------------|--------|
| 37. K-B 4   | Kt-Q 5 |
| 38. P×P     | P×P    |
| 39. K-Q 5   | Kt-B 6 |
| 40. P-K R 4 | Kt-Q 7 |
| 41. K×P     | Kt-B 8 |
| 42. K-B 4   |        |

White is now a pawn up, but the end-game proves very difficult to win.

- |              |       |
|--------------|-------|
| 42. ...      | K-K 3 |
| 43. P-K Kt 4 | K-B 3 |
| 44. B-Kt 4   | K-K 3 |
| 45. B-B 3    | K-B 2 |
| 46. P-K 5    | K-K 3 |
| 47. B-K 1    |       |

White is trying to corner the Kt.

- |            |         |
|------------|---------|
| 47. ...    | K-Q 4   |
| 48. B-B 3  | Kt-R 7  |
| 49. K-Kt 5 | K-K 3   |
| 50. K-R 6  | Kt×P ch |
| 51. K×P    | K-B 4   |
| 52. P-K 6  |         |

The only way to make any progress.

- |            |         |
|------------|---------|
| 52. ...    | K×P     |
| 53. K×P    | Kt-K 6  |
| 54. K-Kt 5 | Kt-Q 4  |
| 55. B-Q 2  | Kt-B 3  |
| 56. K-Kt 6 | Kt-K 5  |
| 57. B-B 4  | Kt-B 3  |
| 58. B-Kt 5 | Kt-Kt 5 |
| 59. B-B 4  | Kt-B 3  |
| 60. P-R 5  |         |

And this is the only certain method of winning.

- |            |        |
|------------|--------|
| 60. ...    | Kt×P   |
| 61. K×Kt   | K-Q 4  |
| 62. B-Kt 8 | P-R 3  |
| 63. B-B 7  | K-B 4  |
| 64. K-Kt 5 | K-Kt 5 |
| 65. B×P    | K-R 6  |
| 66. B-R 5  |        |

B-B 5 ch will only draw because it will allow P-R 4 presently.

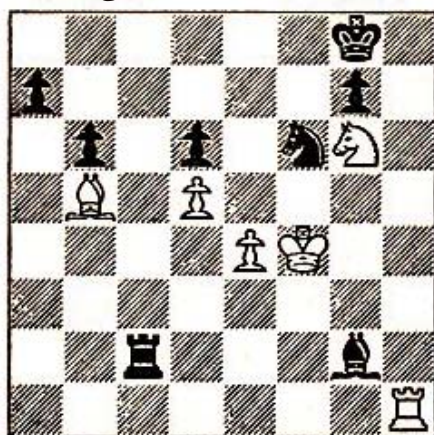
- |            |         |
|------------|---------|
| 66. ...    | K×P     |
| 67. P-Kt 4 | K-Kt 6  |
| 68. K-B 5  | K-B 5   |
| 69. K-K 5  | Resigns |

## GAME 128

From a Russian Tournament in 1940.

*BLACK*

UFIMYEV



*WHITE* BONDAREVSKY

White to play

White wins a problem-like ending by sacrificing a piece to prevent the Black Kt giving check to his K as follows.

**WHITE**  
BONDAREVSKY  
1. R-R 8 ch  
2. B-K 8 ch  
3. K-Kt 5  
4. R-B 8 mate

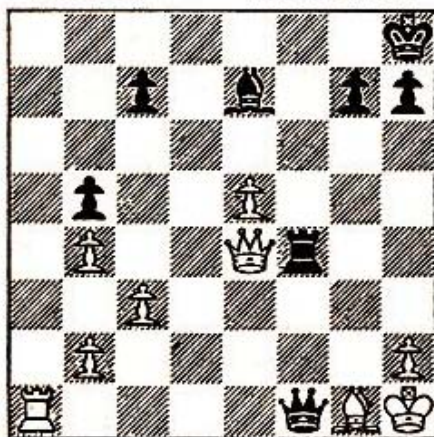
**BLACK**  
UFIMYEV  
K-B 2  
Kt x B  
Any move

## GAME 129

From a game between Monticelli and Horowitz.

*BLACK*

HOROWITZ



*WHITE* MONTICELLI

Black to play

In this position Horowitz missed a very peculiar win in two moves as follows.

WHITE  
MONTICELLI

1. ...

2. Q×R

and mates next move.

BLACK  
HOROWITZ

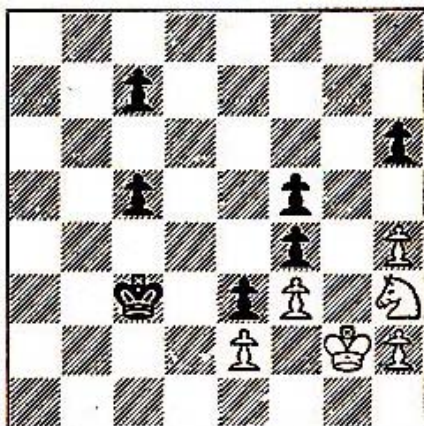
Q×R

Q-R 1 ch

### GAME 130

In this position White obtains an attractive draw as follows.

BLACK



WHITE

White to play

WHITE

1. P-R 5

2. Kt-Kt 1

3. K-R 3

4. K-R 4

5. P-R 3

BLACK

K-Q 7

P-B 5

P-B 6

P-B 7

Any move

Stalemate.

### GAME 131

From a game played at Prague in 1916.

WHITE  
GOLDSCHMIED

1. Q-R 8 ch

2. Kt-K 5 ch

3. Q×P ch

4. R-B 7 ch

5. Kt-Kt 5 ch

6. P-B 4 ch

7. R-K 1 mate

BLACK  
PREINHALTER

K-B 2

K-K 2

B×Q

K-Q 3

K-Q 4

K-K 5

**BLACK**

**PREINHALTER**



**WHITE**

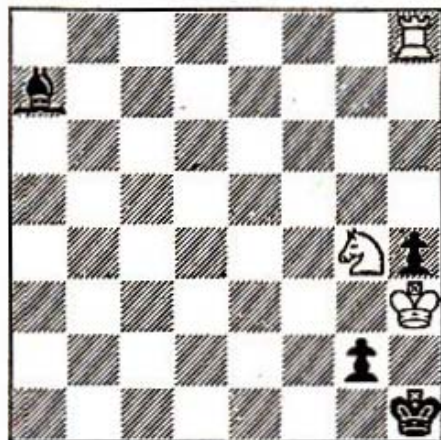
**GOLDSCHMID**

White to play

**GAME 132**

A nice draw by Tattersall.

**BLACK**



**WHITE**

White to play

**WHITE**

1. R-Q 8
2. R-Q 1
3. Kt-B 2 ch

**BLACK**

- P-Kt 8(Q)
- Q x R
- B x Kt

Stalemate.

**GAME 133**

Played in Ohio.

**WHITE**

**E. E. STEARNS**

1. Q x P
2. K-Kt 3
3. Q-K 6 ch

**BLACK**

**M. LEYSENS**

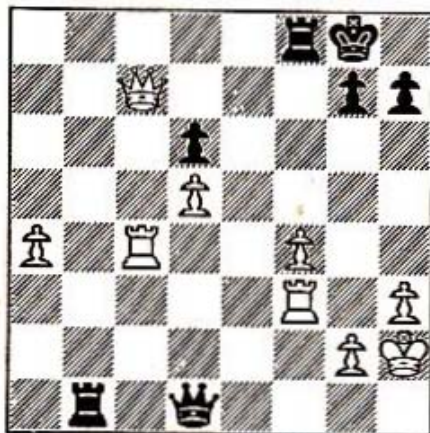
- Q-Kt 8 ch
- R-Kt 7
- K-R 1

4. R-B 8
5. K-R 4
6. K-R 5
7. K-R 6
8. Q-K 5 ch
9. R x R mate

Q x P ch  
P-Kt 4 cb  
Q x R ch  
Q x B P  
Q x Q

*BLACK*

M. LEYSENS



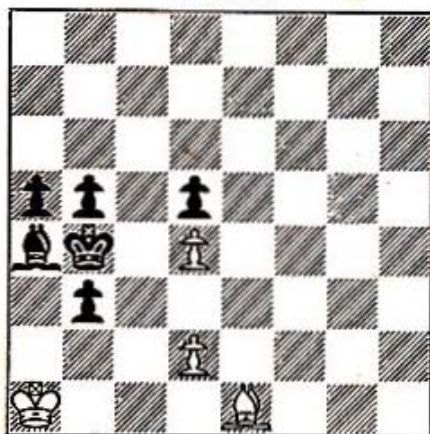
*WHITE* E. E. STEARNS

White to play

### GAME 134

A clever draw by Liburkin.

*BLACK*



*WHITE*

White to play

*WHITE*

1. P-Q 3 ch

2. B-Kt 4 cb

If K x B, 3 K-Kt 2, White stalemates Black.

3. K-Kt 1

And Black stalemates White.

*BLACK*

K-R 6

P x B

P-Kt 7

# GAME 135

Played in 1941 by Alekhine blindfold, with other games.

BLACK

A. SUPICO



WHITE DR. A. ALEKHINE

White to play

WHITE

DR. A. ALEKHINE

1. Kt-K 7 ch
2. Q-Q6
3. Kt-Q4
4. R-B 3

BLACK

A. SUPICO

- K-R 1
- Q-Q 1
- P-Q Kt3
- P-Q B 4

BLACK

A. SUPICO



WHITE DR. A. ALEKHINE

Black to play

5. Kt(Q4)-B 5
6. Q-Kt6

B-R 3

This startling move has a strong resemblance to a well-known ending of Marshall's, given as No. 41 in my book *One Hundred Remarkable Endings*

6. ...

7. Kt×P ch

BP×Q

P×Kt

White mates in two more moves.

### GAME 136

Played in the Paris Championship, 1930.

BLACK TARTAKOWER



WHITE CUKIERMANN

White to play

WHITE

CUKIERMANN

1. Q-K B 3

2. R-B 4

A good move, threatening Kt×P ch.

2. ...

3. R×P ch

4. Q-B 6

This may be called the winning move.

4. ...

5. Q-K 7 ch

6. Q-K 8 ch

7. R-K 7

BLACK

TARTAKOWER

P-B 4

P×Kt

K-B 1

B-K Kt 2

K-Kt 1

B-B 1

B-K 3

The only reply allowing a very pretty finish. 8 Q×R would win in any case.

8. P×B

But this is excellent.

8. ...

9. P×P ch

10. P×P(Q) ch

11. R×P ch

12. Q-Kt 6 mate

R×Q

K-Kt 2

K-R 3

K×R

In this game of 27 moves White has never moved his K P or castled.

## GAME 137

From the Russian Championship, 1940. Keres brings off a lovely finish.



**WHITE**  
**P. KERES**

**BLACK**  
**PETROV**

1. P × P ch

R × P

K-R 2 would be answered by 2 B × P ch, Q × B; 3 R × Kt, B-Kt 5; 4 R-K Kt 5, Q × P; 5 R-Kt 7 ch, etc.

2. B-B 4

A splendid double sacrifice. If Kt × Q then 3 R-Q 8 ch, K-R 2; 4 R-R 8 mate. Or Q × B; 3 Q-K 8 ch, R-B 1; 4 Q × P mate.

2. ...

P-B 3

3. R × Kt

More fireworks. If P × R; 4 Q-K 8 ch, R-B 1; 5 B × P ch, B-K 3; 6 B × B ch wins.

3. ...

Q × B

4. Q-K 8 ch

R-B 1

5. Q × P mate

This mate comes about after all.

## GAME 138

A splendid ending by Troitzky.

**WHITE**

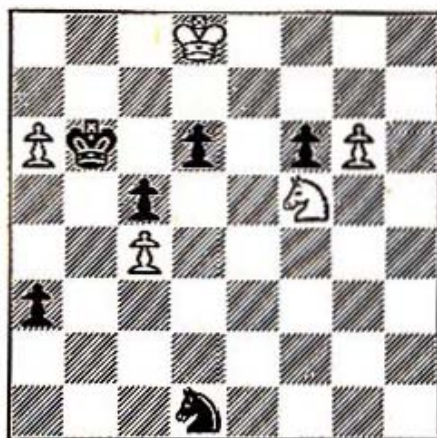
**BLACK**

1. Kt-Q 4

P × Kt

If P-R 7, 2 Kt-Kt 3 wins. But not 2 Kt-B 2 which would be met by Kt-K 6.

BLACK



WHITE

White to play

2. P-B 5 ch

P x P

If K-R 2; 3 P-B 6, P-R 7; 4 P-B 7, P-R 8(Q); 5 P-B 8(Q), Q-R 4 ch; 6 Q-B 7 ch, etc. Or 2 K x R P; 3 P-B 6, P-R 7; 4 P-B 7, P-R 8(Q); 5 P-B 8(Q) ch, K moves; 6 P-Kt 7 wins.

3. P-Kt 7

Now and now only this move wins. On the first or second move it fails.

3. ...

P-R 7

4. P-Kt 8(Q)

P-R 8(Q)

5. Q-Kt 3 ch

The sacrifice of the Kt and pawn has made this move possible.

5. ...

K x P

If K-B 3, 6 Q-Kt 7 ch, and 7 P-R 7.

6. K-B 7

Q-R 4 ch

7. K-B 6

Q-Kt 5

8. Q-R 2 ch

Q-R 4

9. Q-K 2 ch

K-R 2

10. Q-K 7 ch and wins.

### GAME 139

A very brilliant ending by James Mason.

WHITE  
AMATEUR

BLACK  
J. MASON

1. ...

P-B 3

2. Q x P ch

R-K 2

3. Q x R

B-B 1

A delightful move, the object of which is not easily seen.

4. Q x B

Q-K 8 ch

BLACK

J. MASON



WHITE

AMATEUR

Black to play

5. K×Q

Kt-Q6 ch

The object was to clear the way for the R to mate on K 8.

6. K-B 1

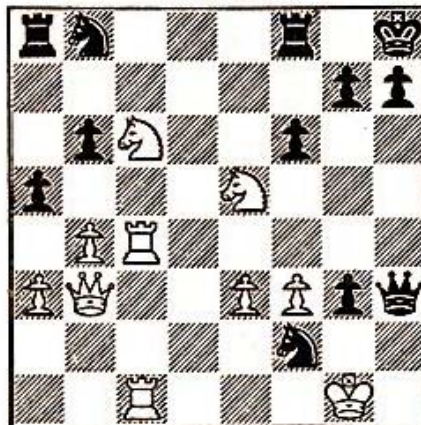
R-K 8 mate

### GAME 140

This ending is a high-class piece of work.

It looks like a win for Black.

BLACK



WHITE

White to play

WHITE

BLACK

1. R-R 4

Splendid. If Q-B 4; 2 Kt-K 7, Q×Kt; 3 Kt-Kt 6 mate.

1. ...

Q×R

2. Q-Kt 8 ch

K×Q

If R×Q, 3 Kt-B 7 mate.

3. Kt-K 7 ch

4. Kt-B 7 ch

K-R 1

R x Kt

White mates in two moves.

This kind of play could hardly be improved upon.

### GAME 141

Played in 1865.

Steinitz, three pieces down, brings off a forced brilliancy.

BLACK VAN DER MEDEN



WHITE W. STEINITZ

White to play

WHITE  
W. STEINITZ

1. Q-K 5

2. Q-Q 5 ch

3. Q-K Kt 5

Every move is forced.

4. Q-Q 8 ch

5. Q-K 8

BLACK  
VAN DER MEDEN

B-Kt 2

Q-K 3

Q-K R 3

B-B 1

Resigns

There is only Q-Kt 2; 6 B x Q, K x B; 7 Q-B 7 ch, K-R 3; 8 R-B 5 left.

### GAME 142

Played at Jersey City in 1939.

With two pawns up it looks impossible for White to lose in two moves. 1 Q x Q wins, but he looks for a shorter road to victory and falls into a deep trap.

WHITE  
MALZBERG

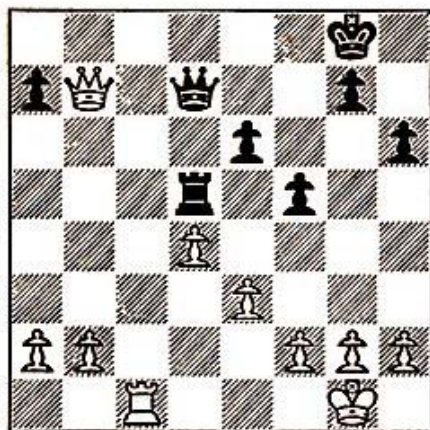
1. R-B 8 ch

2. R-B 7

BLACK  
TWYFORD

K-R 2

Intending Q moves. 3 P x P ch, but—

**BLACK****TWYFORD****WHITE****MALZBERG**

White to play

2. ...

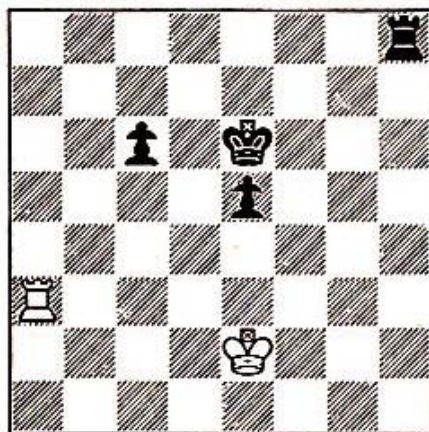
R-B 4

Forces White to resign at once, as a Rook is lost or mate follows. A very clever device.

**GAME 143**

An ending from one of Blackburne's exhibition games.

Mr. Blackburne, whose game is in a bad way, showed the Author this position many years ago.

**BLACK****AMATEUR****WHITE J. H. BLACKBURNE**

White to play

He played here—

1. K-K 3

And his opponent at once played—

1. ...

R-R 6 ch

Blackburne without hesitation continued—

2. K-K 4

And Black snapped the R off by—

2. ...

R×R

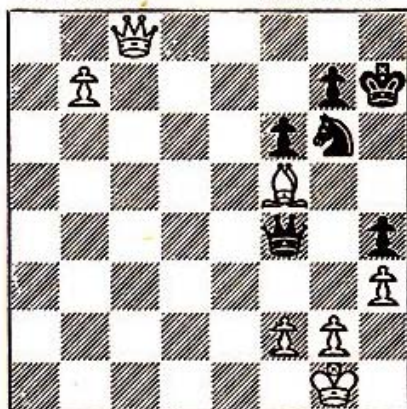
Here White inquired what his next move was to be, and his opponent's face turned very red and there was no reply.

Stalemate.

### GAME 144

BLACK

WINAWER



WHITE J. H. BLACKBURNE

White to play

In this position Blackburne played 1 B×Kt ch and Black, of course, resigned.

Had he, however, played the obvious and tempting 1 P-Kt 8(Q), Winawer would have obtained a wonderful draw as follows—

WHITE

J. H. BLACKBURNE

1. P-Kt 8(Q)

2. K-R 2

If Q×Q stalemate.

2. ...

3. K-Kt 1

If 3 Q×Q again stalemate.

3. ...

BLACK

WINAWER

Q-B 8 ch

Q-B 5 ch

Q-B 8 ch

And draws by perpetual check. Black's last move was P-B 3 to create the stalemate position.

### GAME 145

An interesting position by H. V. Trevenen.

White wins as follows.

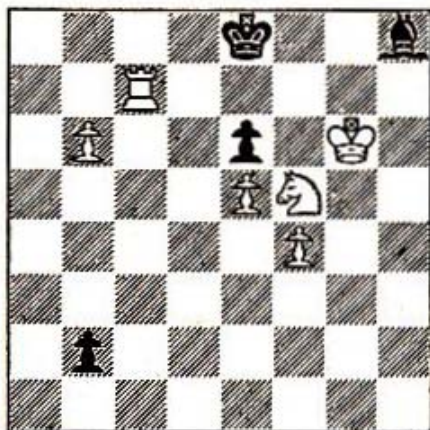
WHITE

BLACK

1. P-Kt 7

Not 1 Kt-Q 6 ch, because of K-B 1, 2 P-Kt 7, P-Kt 8(Q) ch, and Black can draw by perpetual check.

BLACK



WHITE

White to play

- |                     |           |
|---------------------|-----------|
| 1. ...              | P-Kt 8(Q) |
| 2. P-Kt 8(Q) ch     | Q x Q     |
| 3. R-B 8ch          | Q x R     |
| 4. Kt-Q 6 ch        | K-Q 1     |
| 5. Kt x Q           | K x Kt    |
| 6. K-R 7            | B x P     |
| 7. P x B            | K-B 2     |
| 8. K-Kt 7           | K-B 3     |
| 9. K-B 7            | K-Q 4     |
| 10. K-B 6 and wins. |           |

### GAME 146

Played by Leonhardt at Stockholm in 1906 blindfold, with five other games.

BLACK A. N. OTHER



WHITE P. S. LEONHARDT

White to play

White has a won game in any case, but he finds an exceptionally neat finish as follows.

WHITE  
P. S. LEONHARDT

1. Kt×P
2. R×Kt
3. Q×R
4. Q-Q7

BLACK  
A. N. OTHER

- K×Kt
- R×R
- P×B

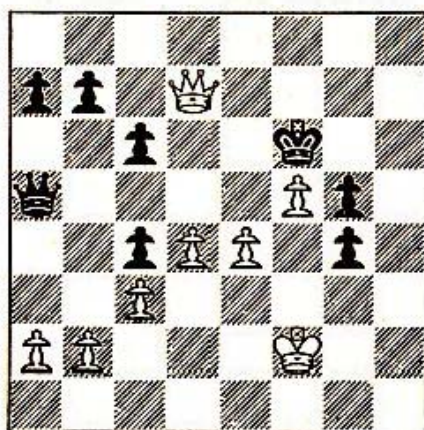
The piece has gone, but a mating position remains.

4. ...
5. P-B4
6. P-B5

- P-Kt5
- P-KKt4
- Resigns

*Final Position*

BLACK A. N. OTHER



WHITE P. S. LEONHARDT

Black resigns

**GAME 147**

Played at Bristol, 1940.

In this interesting position Black has two pieces for the Rook and appears to have the better chances. White, however, has a pretty combination in view.

WHITE  
P. WENMAN

1. Q-B5ch
2. R×P

BLACK  
C. B. HEATH

- K-Kt1
- B×R

Black would have done better to refuse the offer.

3. Q×Kt

The point of the combination. White is able to offer both his remaining pieces.

3. ...

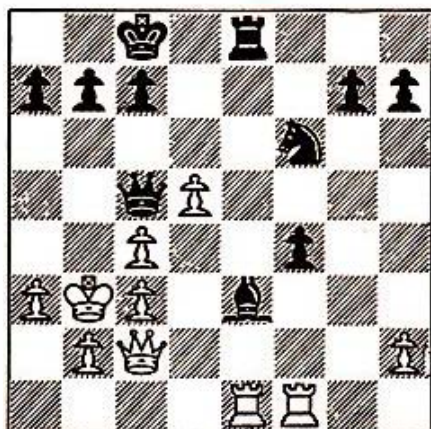
Q-B1

If Black had played Q-Kt3ch the reply is not Q×Q, but K-R2. The best move was B-K6 and if 4 Q×P, P-Kt4.

4. Q×B

Another offer of the Q. The piece has been regained with a pawn up and a better position. White won the ending.

BLACK C. B. HEATH



WHITE P. WENMAN

White to play

### GAME 148

From a game between the old time masters, Max Lange and Heineman.

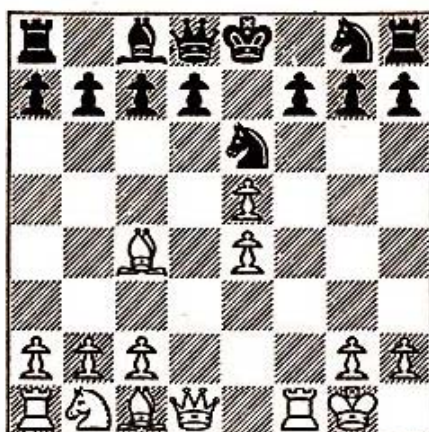
WHITE  
MAX LANGE

1. R×P
2. B×Ktch
3. Q-Q 5 ch

BLACK  
HEINEMAN

- K×R
- K×B
- K-K 2

BLACK HEINEMAN



WHITE MAX LANGE

White to play

4. B-Kt 5 ch
5. Kt-B 3

- Kt-B 3
- R-B 1

6. R-K B 1  
 7. P×Kt ch  
 8. R×P  
 9. P-K 5  
 10. B×R ch  
 11. Q-B 3  
 12. Kt-K 4  
 13. B-Q 8 ch  
 14. Q-B 6 ch  
 15. Q-R 4 ch  
 16. Q-Kt 5 ch  
 17. Q-B 6 ch  
 18. Q-K 7 mate

P-Q 3  
 P×P  
 R×R  
 B-K 3  
 K-B 2  
 Q-K Kt 1  
 P×P  
 K-Kt 3  
 K-R 4  
 K-Kt 3  
 K-B 2  
 K-K 1

### GAME 149

From a game between Mason and Marco.

WHITE

J. MASON

30. P-R 3  
 31. K-R 1  
 32. Kt-B 1  
 33. K×R

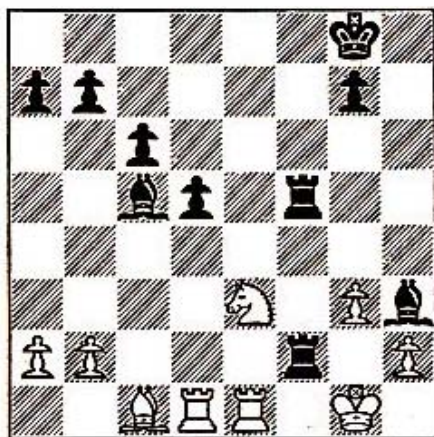
BLACK

G. MARCO

R-Kt 7 ch  
 R(B 4)-B 7  
 R-Kt 8 ch  
 R×Kt mate

BLACK

G. MARCO



WHITE

J. MASON

White to play

### GAME 150

From a game between Tarrasch and Tchigorin.

WHITE

DR. S. TARRASCH

1. ...  
 2. P×B

BLACK

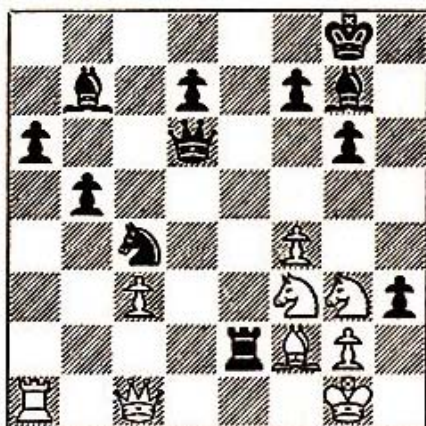
M. TCHIGORIN

B×Kt  
 P-R 7 ch

3. K-Kt 2
4. K-R 1
5. Kt-K 4
6. K-Kt 2
7. Kt x Kt
8. Q-B 1
- Resigns

- Kt-K 6 ch
- Q-Q B 3
- Kt-Kt 5
- Kt x B
- Q-B 4
- P-R 8(Q) ch

BLACK M. TCHIGORIN

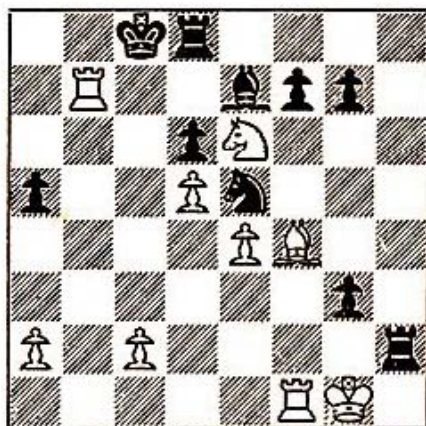


WHITE DR. S. TARRASCH  
Black to play

### GAME 151

A pretty win by Blackburne.

BLACK AMATEUR



WHITE J. H. BLACKBURNE  
White to play

WHITE  
J. H. BLACKBURNE

1. R-B 7 ch
2. R-Kt 1 ch

BLACK  
AMATEUR

- K-Kt 1
- K-R 1

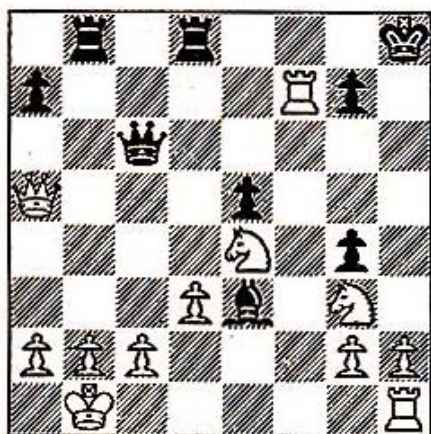
3. R-R 7 ch
4. B-K 3 ch
5. Kt-B 7 mate

K × R  
K-R 1

### GAME 152

Played at Bristol, 1937.

BLACK P. WENMAN



WHITE A. N. OTHER

Black to play

Black, a piece and two pawns down, has a winning attack.

WHITE  
A. N. OTHER

1. ...
2. K × R
3. K-R 3
4. Q-B 3
5. Q × B
6. K-R 4
7. Q-R 3
8. Kt-B 3
9. K-R 5
10. K-R 4
11. K-R 5
12. K-R 4

BLACK  
P. WENMAN

- R × P ch
- R-Kt 1 ch
- Q × P
- B-B 4 ch
- Q-Kt 7 ch
- Q × P ch
- Q × R
- Q-Q 2 ch
- Q-Q 1 ch
- Q-Q 5 ch
- Q-Kt 3 ch
- Q-R 3 mate

### GAME 153

A very pretty ending played at Bristol, 1937.

WHITE  
P. WENMAN

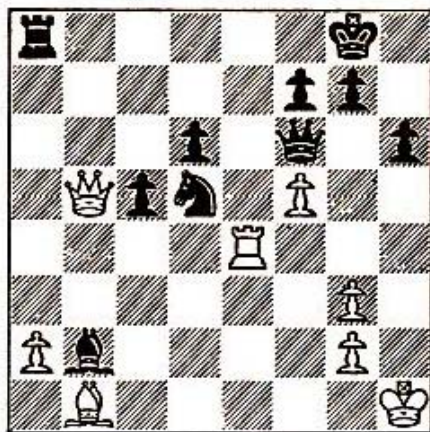
BLACK  
N. N.

1. Q-B 6

Regaining the piece, but it is not required.

BLACK

N. N.



WHITE

P. WENMAN

White to play

1. ...

2. R-K 8 ch

3. Q-B 8

4. R-R 8 ch

If K-Kt 2, 5 Q-B 8 mate.

5. P-B 6 mate

R-R 4

K-R 2

P-Kt 4

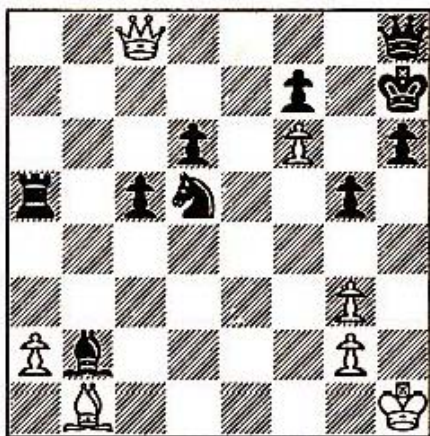
Q x R

A most unusual mate of the long-range variety.

*Final Position*

BLACK

N. N.



WHITE

P. WENMAN

### GAME 154

A very unexpected draw from actual play.

WHITE

BLACK

1. K-K 1

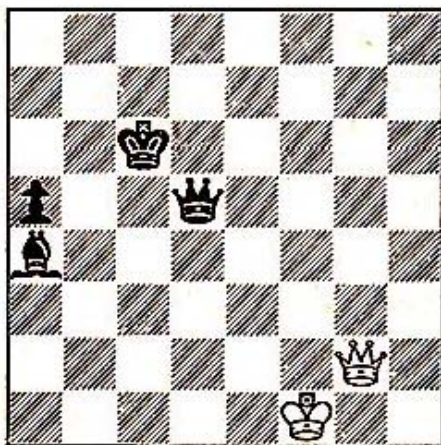
Secures the draw because if Q x Q it is stalemate.

1. ...
2. Q×Q ch
3. K-Q2 and draws

B-Kt 6  
K×Q

Black was probably greatly surprised at not getting a win.

*BLACK*



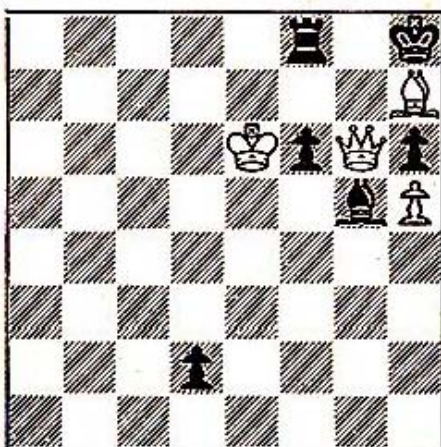
*WHITE*

White to play

### GAME 155

A fine piece of work by Dr. E. Lasker.

*BLACK*



*WHITE*

White to play

White obtains a quick win by two unexpected moves.

*WHITE*

1. B-Kt8
2. K-B 7
3. P×R

*BLACK*

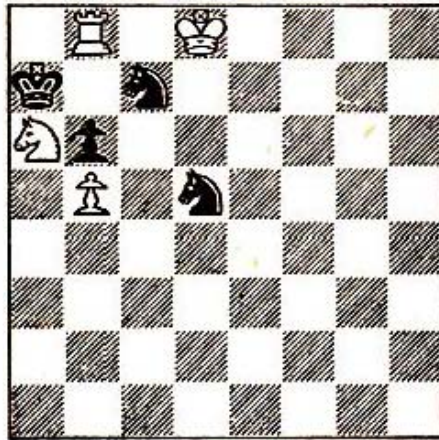
R×B  
R×Q

And mates in three moves at most.

## GAME 156

A well-known ending by two famous players, Dr. E. Lasker and J. R. Capablanca.

*BLACK*



*WHITE*

White to play

*WHITE*

1. Kt×Kt
2. R-R 8 ch

This surprising move wins.

2. ...
3. K-B 8
4. K×Kt and wins.

*BLACK*

Kt×Kt

Kt×R  
Kt-B 2

## GAME 157

Played at Brooklyn in 1887.

*BLACK*      W. R. SANDS



*WHITE*      W. STEINITZ

White to play

WHITE  
W. STEINITZ

1. P-K 5
2. B x Kt
3. R x P

To prevent B-Kt 3 ch, but it allows—

4. Q-Kt 6 ch
5. P x P mate

BLACK  
W. R. SANDS

- P x P
- Q x B
- P-B 4

P x Q

### GAME 158

Played at Olmutz between Krejciik and Kudielka.  
White gave the odds of his Queen's Bishop.

WHITE  
KREJCIK

1. . . .

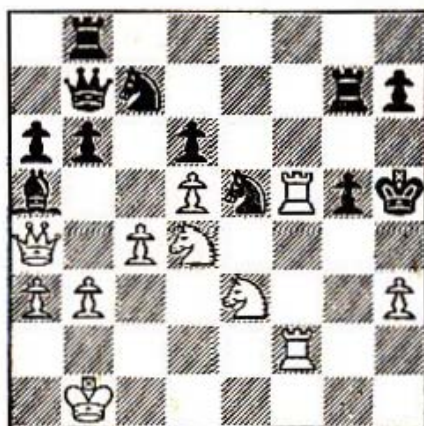
BLACK  
KUDIELKA

B-K 8

Black has retained his piece and now aims at winning another by P-Kt 4 as the White Q is trapped.

BLACK

KUDIELKA



WHITE

KREJCIK

Black to play

2. R-K R 2

P-Kt 4

3. P x P

P x P

And he has succeeded.

4. Kt x P

Kt x Kt

5. Q-Kt 4 ch

But we may be sure he did not expect this gift of the Queen.

5. . . .

Kt x Q

6. P x Kt ch

The object of 2 R-K R 2 is now apparent.

6. . . .

K-Kt 3

7. R-R 6 ch

And the gift of a Rook, too!

7. ...
8. R-B 6 ch
9. Kt-B 5 mate

- K×R
- R-Kt 3

### GAME 159

Played at New Orleans, 1909.

A nice ending by Capablanca who is a piece down.

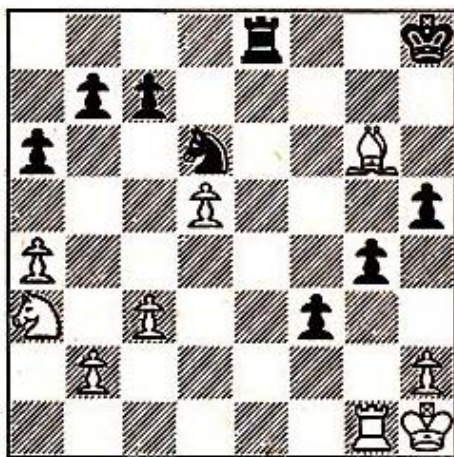
WHITE  
AMATEUR

1. ...
2. B×P
3. R-K B r
4. K-Kt 1
5. K-R 1
6. B×P
7. R×R

BLACK  
J. R. CAPABLANCA

- R-K 7
- Kt-K 5
- Kt-B 7 ch
- Kt-R 6 ch
- R-Kt 7
- R-Kt 8 ch
- Kt-B 7 mate

BLACK J. R. CAPABLANCA



WHITE AMATEUR  
Black to play

### GAME 160

Played at New York, 1940.

WHITE

1. ...
2. P-R 4
3. K-R 3

BLACK

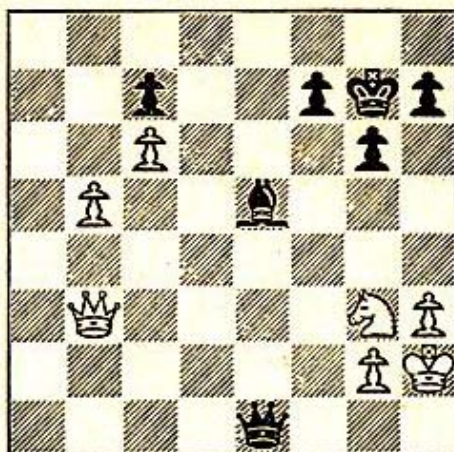
- P-R 4
- P-Kt 4

The only move which, however, allows a very pretty and sudden termination.

3. ...
4. Kt×Q

- Q-R 8 ch
- P-Kt 5 mate

BLACK



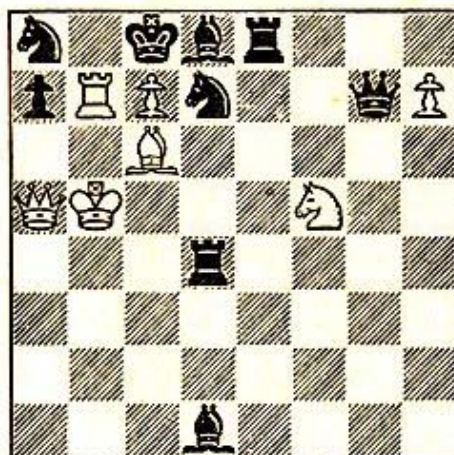
WHITE

Black to play

### GAME 161

A highly interesting position by Dr. E. Lasker, showing very remarkable play with a Kt.

BLACK



WHITE

White to play

WHITE

1. Kt-Q6 ch
2. R-Kt8 ch
3. B-Kt7 ch
4. QxP ch

BLACK

- RxKt
- KtxR
- KxB
- KxQ

If K-B 1, 5 PxKt(Q) mate.

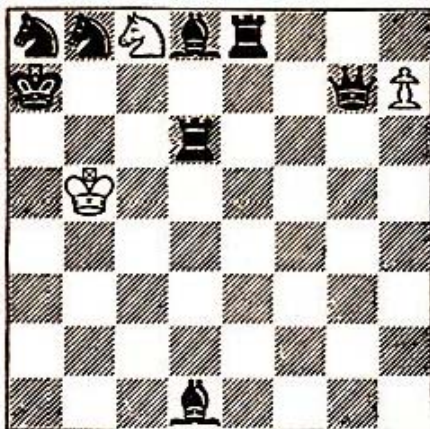
5. P-B8(Kt) ch

The lone Kt draws against seven pieces.

5. . . .

K-Kt2

BLACK



WHITE

Black to play

6. Kt×R<sup>ch</sup>

K-B 2

7. Kt×R<sup>ch</sup>

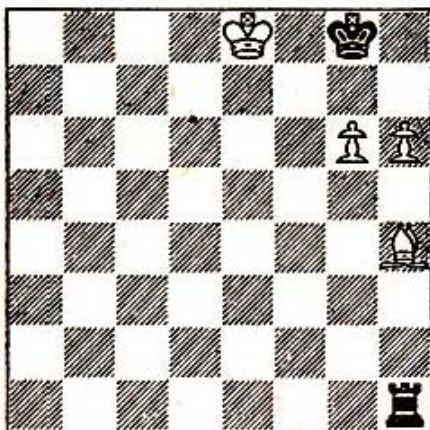
K-Q 2

8. Kt×Q

And White draws easily with some winning chances.

## GAME 162

BLACK



WHITE

White to play

A position by Steinitz showing an obvious but pretty win.

WHITE

BLACK

1. P-R 7 ch

K-Kt 2

2. P-R 8(Q) ch

K×Q

3. K-B 7

R-B 8 ch

4. B-B 6 ch

R×B ch

5. K×R and wins.

### GAME 163

From a game played blindfold by Pillsbury. The lone Bishop ending. Pillsbury was said to be very proud of it.

WHITE  
AMATEUR

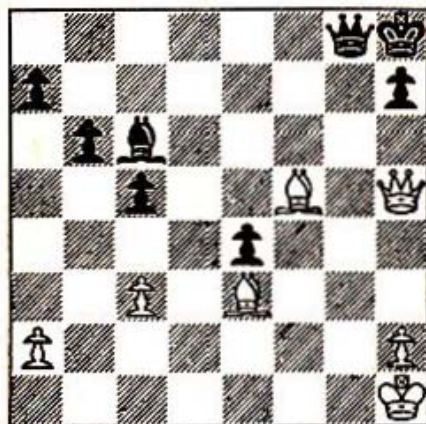
1. Q-R 4
2. B×K P
3. B-Kt 1
4. B×Q

BLACK  
PILLSBURY

- Q-B 2
- Q-B 8 ch
- Q-B 6 ch
- B×B mate

BLACK

PILLSBURY



WHITE

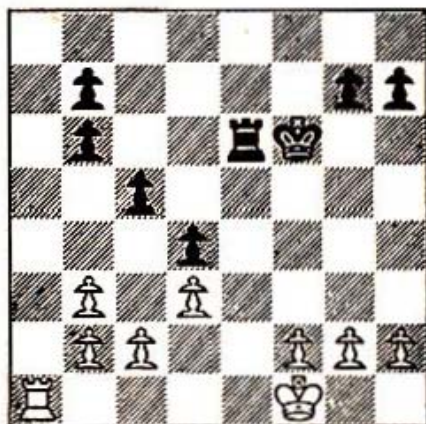
AMATEUR

White to play

### GAME 164

A very fine end-game from the Vienna Tournament, 1881.

BLACK A. MANDELBAUM



WHITE

V. HRUBY

Black to play

**WHITE**  
**V. HRUBY**

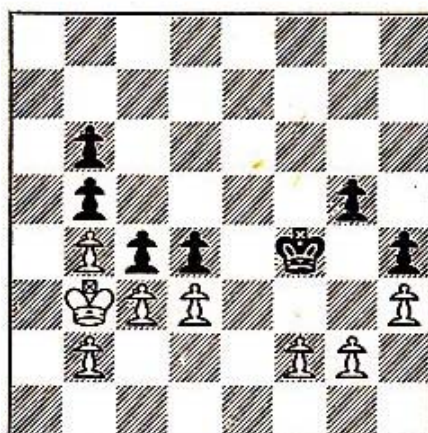
1. . . .
2. R-K 1
3. K x R
4. K-K 2
5. P-R 3
6. P-QB 3
7. P-QKt 4
8. K-Q 2
9. K-B 2
10. K-Kt 3

**BLACK**  
**A. MANDELBAUM**

- K-B 4
- R x R ch
- K-B 5
- P-R 4
- P-R 5
- P-QKt 4
- P-QKt 3
- P-Kt 3
- P-Kt 4
- P-B 5 ch

The ingenious part of the play begins.

**BLACK** A. MANDELBAUM



**WHITE** V. HRUBY

White to play

11. P x P
  12. P x P
  13. P x P
  14. P x P
  15. P-B 4
  16. P-B 5
- Resigns

- P-Q 6
- P-Kt 5
- P-R 6
- K-B 6
- P-Q 7
- P-Q 8(Q) ch

### GAME 165

From a tournament in America.

In this position White played 1 B x P ch, K x B; 2 R x P ch, K-R 3 and lost. Actually he missed a very brilliant win as follows.

**WHITE**  
**ADAMS**

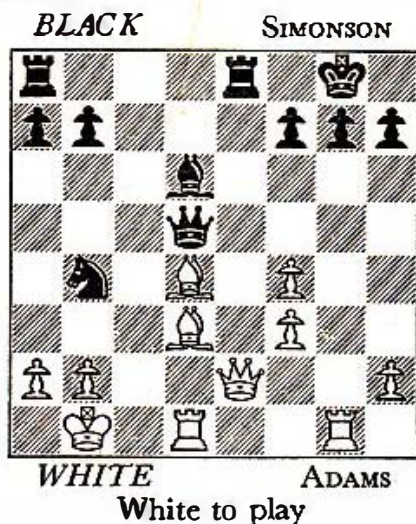
1. R x P ch
2. R-Kt 8 ch

**BLACK**  
**SEMONSON**

- K-B 1
- K x R

3. R-Kt 1 ch
4. B-Kt 7 ch
5. B-B 6 ch
6. R-Kt 8 ch
7. Q-Kt 2 ch
8. Q-Kt 7 mate

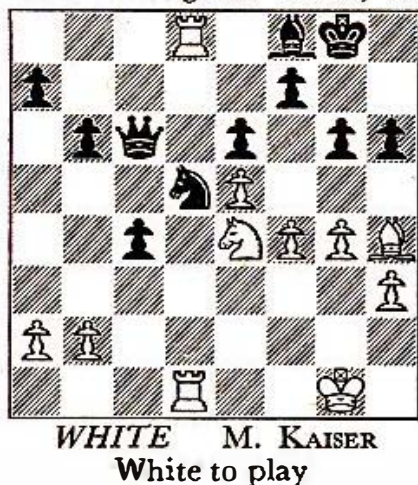
- K-B 1
- K-Kt 1
- K-B 1
- K x R
- K-B 1



### GAME 166

A clever ending from a game between M. Kaiser and Rev. John Owen, played at Liverpool.

*BLACK*    *REV. JOHN OWEN, M.A.*



*WHITE*  
*M. KAISER*

*BLACK*  
*REV. JOHN OWEN, M.A.*

1. R(Q 1) x Kt

A good sacrifice which leads to a forced win.

1. ...
2. B-K 7
3. R x B ch
4. R-Q 8
5. P x P (e.p.) ch
6. P-B 5
7. P x P
8. R x Q

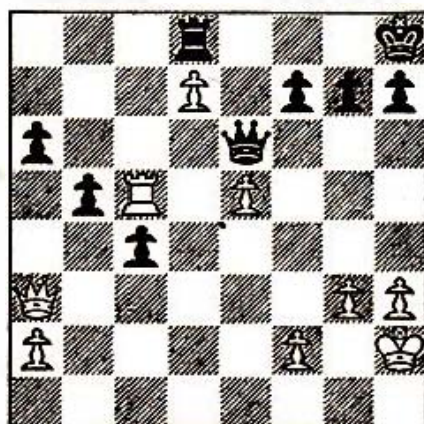
- P x R  
 P x Kt  
 K-Kt 2  
 P-B 4  
 K-B 2  
 P x P  
 Q-K 1  
 Resigns

### GAME 167

A well-known ending by Alekhine. Played at Trinidad in 1939.

BLACK

AMATEUR



WHITE

A. ALEKHINE

White to play

WHITE  
 A. ALEKHINE

BLACK  
 AMATEUR

1. R-B 8

This forces a win against any line of play.

1. ...

R x R

For if Q x Q P, 2 Q-B 8 ch follows.

2. Q-K 7

A knock-out blow to which there is no reply whatever. Simple and very brilliant.

### GAME 168

Position from a game played at Maritzburg in 1939.

Play proceeded as follows—

WHITE  
 DR. L. C. KING

BLACK  
 A. E. CAMPBELL

1. Kt x B
2. Kt(Kt 5)-K 6 ch
3. R-Kt 8 ch

- B x Q  
 K-Kt 3  
 K-R 4

BLACK A. E. CAMPBELL



WHITE DR. L. C. KING

White to play

4. Kt-B 4 ch K-R 5

5. Kt-B 5 mate

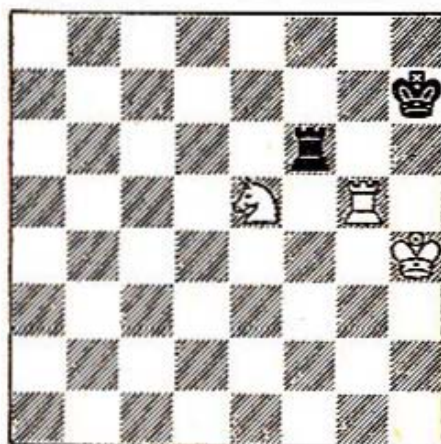
If instead—

1. ...	Kt-B 3
2. Q x B ch	Q x Q
3. Kt(Kt 5)-K 6 ch	K-Kt 3
4. R-B 6 ch	K-R 4
5. Kt-B 4 ch	K-R 5
6. Kt-B 3 ch	K-Kt 5
7. P-R 3 ch	K-Kt 6
8. Kt-K 2 mate	

### GAME 169

A tournament game that ran to 117 moves.

BLACK H. E. BIRD



WHITE MAJOR HANHAM

White to play

WHITE  
MAJOR HANHAM

112. K-Kt 4
113. Kt-B 3
114. K-B 5
115. R-Kt 3
116. K-B 6

Bird evidently got tired at this point.

117. K-Kt 7

BLACK  
H. E. BIRD

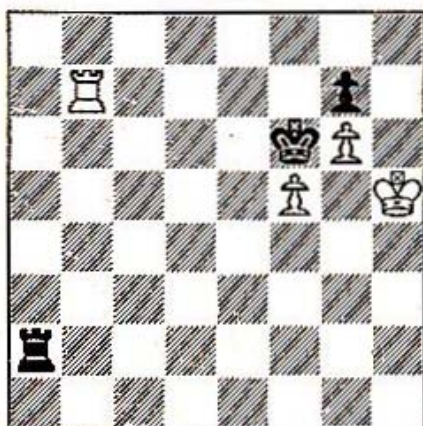
- R-B 8
- R-Q R 8
- R-K B 8
- K-R 3
- K-R 4

Resigns

### GAME 170

A very surprising pawn ending.

BLACK



WHITE

White to play

WHITE

1. R-B 7 ch
2. R x P

BLACK

- K-K 4

A very natural move indeed, but--

2. ...

- K-B 5

and mate next move whatever White plays. Being two pawns up does not win an ending in this case.

### GAME 171

An old time brilliant combination.

WHITE

DESLOGES

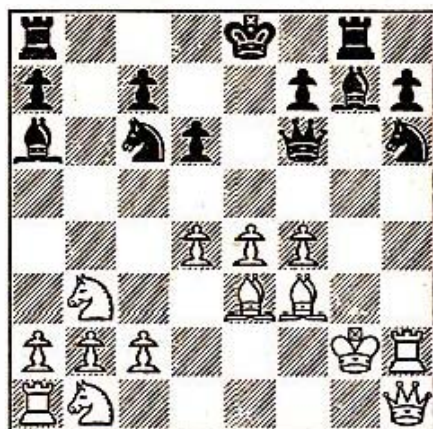
1. ...
2. Kt x Kt
3. B x Q

BLACK

KIESERITZKY

- Kt x P
- Q x Kt
- B x B ch

BLACK KIESERITZKY



WHITE

DESLOGES

Black to play

- |  |                               |
|--|-------------------------------|
| 4. K-R 3   | B-B 1 ch                      |
| 5. K-R 4   |                               |
| If P-B 5, Kt×P.                                      |                               |
| 5. ...   | B-B 3 ch                      |
| 6. K-R 5   | R-Kt 3                        |
| 7. R-Kt 2  | Kt-Kt 1                       |
| A very pretty resource.                              |                               |
| 8. P-B 5   | R-R 3 ch                      |
| 9. K-Kt 4  | R×Q                           |
| 10. P-B 3  | B-K 4                         |
| Threatening mate in two by Kt-B 3 ch, K-Kt 5, P-R 3. |                               |
| 11. B-K 2  | Kt-B 3 ch                     |
| 12. K-B 3  | Kt×P                          |
| 13. R-Kt 8 ch  | K-K 2                         |
| 14. R×B  | Kt-Kt 4 ch                    |
| 15. K-Kt 4   | P-R 4 ch                      |
| 16. K×Kt   | P-B 3 ch                      |
| 17. K-Kt 6   | R-Kt 8 ch                     |
| 18. K-R 7  | R×R and mates in a few moves. |

GAME 172

A very peculiar ending.

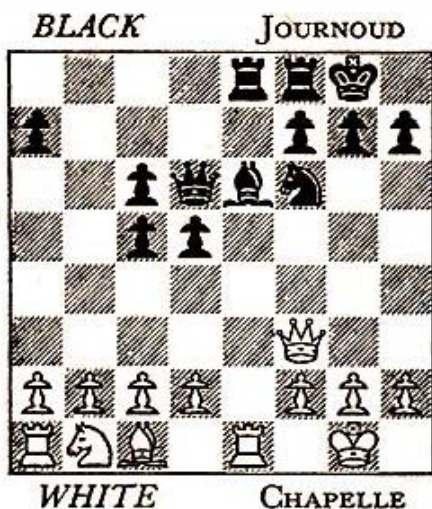
WHITE  
CHAPELLE

BLACK  
JOURNOUD

1. R-K 3
  2. Q-Kt 3
  3. Q×Q
- Resigns

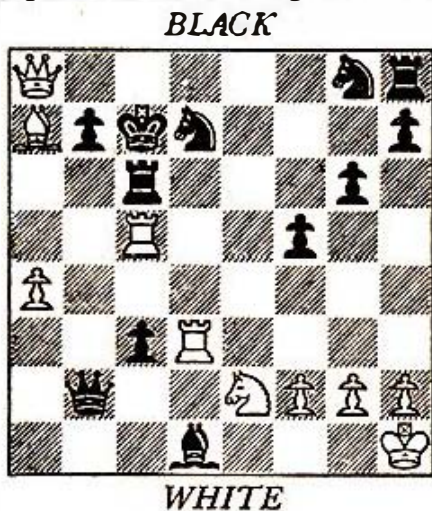
- P-Q 5
- P×R
- P-K 7

The pawn position must be very rare indeed.



### GAME 173

A lovely position from a game played about 1875. White has a forced mate in three moves from the position on the diagram. It is difficult to solve.



**WHITE**

**BLACK**

1. Kt-B 4

After this quiet opening move it is mate in two more moves, however Black plays.

1. . . .

Q-Kt 6

If Kt×R, 2 Q-Q 8 mate. Or R×R; 2 Kt-K 6 ch, K-B 3; 3 Q-B 8 mate. And if B-Kt 6, then 2 B-Kt 6 ch, K×B; 3 Q-R 5 mate.

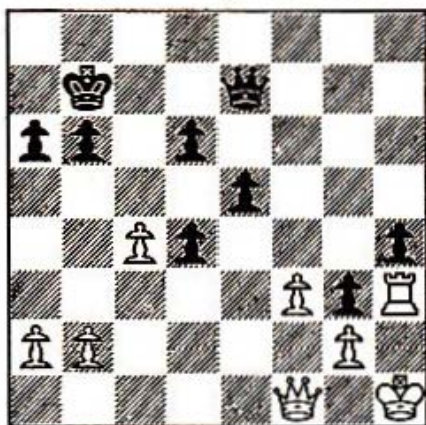
2 B-Kt 6 ch and mates next move, because if K×B, 3 Q-R 5. Or Q×B, 3 Kt-K 6. Or Kt×B, 3 Q-Q 8 mate.

A fine problem from actual play.

## GAME 174

In the following peculiar position White, with a Rook to the good, has a lost game.

BLACK      J. A. LEWIS



WHITE      E. SPENCER

White to play

WHITE  
E. SPENCER

1. Q-K 1
2. K-Kt 1
3. K-B 1
4. P-Kt 4
5. P-B 5
6. P×Q P ch

Resigns

BLACK

J. A. LEWIS

- Q-Kt 4
- K-B 2
- P-Q 6
- P-K 5
- P-Q 7
- K-Kt 1

If 7 Q-K 2, Q-Kt 4; 8 Q×Q, P-Q 8(Q) mate.

## GAME 175

Played in 1849.

In this position White by capturing the R P ties up his Q and B, allowing Black a good combination.

WHITE  
HORWITZ

1. B×P
2. P-Q Kt 4
3. P×P
4. Q-R-K 1

A well-planned attack.

5. P×P
6. K-R 1
7. R×P
8. Kt×Q

BLACK  
HARRWITZ

- R-R 1
- Castles
- P×P
- P-K 4

- B-Kt 3 ch
- P×P
- Q×R
- R×R ch

9. K-R 2

10. P-Kt 3

The position of the Q is fatal.

10. ...

11. K-Kt 2

12. B-Kt 6

13. P-R 4

14. K-R 3

Resigns

B-B 2

BxKt

QR-K B 1

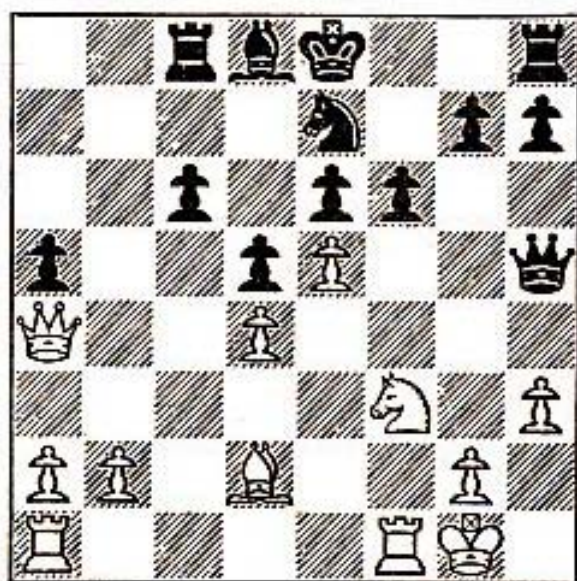
P-Q 5

QR-B 7 ch

P-R 4

*BLACK*

HARRWITZ



*WHITE*

HORWITZ

White to play